School of Computing  
CA326 Year 3 Project Proposal Form

**SECTION A**

**Project Title:** Clanbutton

**Student 1 Name:** Alexander Norton

**ID Number:** 15331401

**Student 2 Name:** Ryan Byrne

**ID Number:** 15359361

**Staff Member Consulted:** Tomas Ward

Project Description

**Description:**

Finding a group of other game players to join your group can be difficult. Games already have lobby features where you are added to a lobby with a number of players. However, what if it is a team-based game with a heavy reliance on communication? Our experience with this difficulty has driven us to find a solution which we are calling the Clanbutton - an app where gamers can group up but also share their recent activity.

Essentially, the Clanbutton makes it easy for gamers to group with with other gamers who want to play the same game.

This app consists of a search bar with a button. The search bar would provide suggestions based on what the user was typing (collected from a database). The user could then select the game they want to play, hit the Clanbutton and it'll match up the two users (or more) into a lobby where they can obtain each other's profile details (Steam username, Discord server, etc).

Additional features would include the ability to chat in a lobby with those who want to play the same game and the ability to create a profile and follow other users on the app so that people can set a 'beacon' when they'd like to play a game - which will notify their followers.

We would also like to incorporate the ability to connect your Steam profile using the Steam API (which will obtain your profile picture) and possibly link your Discord server - making it easier for others to connect with the user.

The app will be run on Android and downloaded from the Google Play store.

**Programming language(s):**

- C#

**Programming tool(s):**

- Database: Firebase (NoSQL database by Google) + Firebase API.

- Xamarin for Visual Studio (iOS and Android framework)

- .NET libraries.

- Steam API.

- Visual Studio.

- Possibly an AWS service.

- Git/GitLab.

**Learning Challenges:**

- Working with an external API.

- Developing an app for Android.

- Dive deep into C#.

- Possible implementation of an AWS service.

- Collaboration project using Git (will be aiming to have an Agile aproach to the development process).

**Hardware / software platform:**

PC and Android.

**Special hardware / software requirements:**

We will be using the Android SDK and Visual Studio 2017.