

GAME EXPLORER
Where Gamers Unite

PROJECT REPORT

Submitted by

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Reg No : TKM23MCA-2020

To

TKM College of Engineering

Affiliated to

The APJ Abdul Kalam Technological University

*in partial fulfillment of the requirements for the award of the
degree of*

MASTER OF COMPUTER APPLICATION



Department of Computer Application

Thangal Kunju Musaliar College of Engineering
Kerala

(Government Aided and Autonomous)

NOVEMBER 2024

DEPARTMENT OF COMPUTER APPLICATION

TKM COLLEGE OF ENGINEERING

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KOLLAM – 691005



CERTIFICATE

This is to certify that, the report entitled **GAME EXPLORER** submitted by **Arun Krishnan R (TKM23MCA- 2020)** to the **APJ Abdul Kalam Technological University** in partial fulfillment of the requirements for the award of the Degree of **Master of Computer Applications** is a bonafiderecord of the project work carried out by him under my guidance and supervision. This report in any form has not been submitted to any other University or Institute for any purpose.

Internal Supervisor

Mini project Co-ordinator

DECLARATION

I undersigned hereby declare that the project report **GAME EXPLORER** submitted for partial fulfillment of the requirements for the award of degree of Master of Computer Applications of the APJ Abdul Kalam Technological University, Kerala is a bonafide work done by me under supervision of **Prof. Sheera Shamsu**. This submission represents my ideas in my own words and where ideas or words of others have been included, I have adequately and accurately cited and referenced the original sources. I also declare that I have adhered to ethics of academic honesty and integrity and have not misrepresented or fabricated any data or idea or fact or source in my submission. I understand that any violation of the above will be a cause for disciplinary action by the institute and/or the University and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been obtained. This report has not been previously formed the basis for the award of any degree, diploma or similar title of any other University.

Kollam

11/11/2024

Arun krishnan

ACKNOWLEDGEMENT

First and foremost, I thank GOD almighty and my parents for the success of this project. I owe sincere gratitude and heart full thanks to everyone who shared their precious time and knowledge for the successful completion of my project. I am extremely grateful to Prof. Natheera Beevi M, Head of the Department, Dept of Computer Application, for providing us with the best facilities. I would like to place on record my sincere gratitude to my project guide Prof. Sheera Shamsu, Professor, Department of Computer Application for the guidance and mentorship throughout the course. Their contributions have played a crucial role in enhancing the overall learning experience. I profusely thank all other faculty members in the department and all other members of TKM College of Engineering, for their guidance and inspirations throughout my course of study. I owe thanks to my friends and all others who have directly or indirectly helped me in the successful completion of this project.

ABSTRACT

The “Game Explorer” is a web-based platform provided for video gamers. It offers detailed information and compatibility checks for gaming enthusiasts. Developed using Python Django, and MySQL. This project aims to cater to users seeking to explore, discover and evaluate games based on their preferences and system specification. The Key Features of “Game Explorer” included extensive catalog of games providing users with in-depth overview, including descriptions, genres and storylines. Another feature is User System Specification where users can input their hardware specification and assess whether the user’s system can support specific games. The platform utilizes collaborative filtering techniques to recommend games based on past interactions and preferences. The “Game Explorer” has much more features. As the conclusion “Game Explorer” aims to be an indispensable tool for gamers, providing a one-stop solution for exploring game details, checking compatibility, and discovering new games. Through its comprehensive features and user-centric design, the platform seeks to enhance the gaming community’s experience and assist users in making informed decisions. The Game Explorer is technically developed using HTML, CSS, JavaScript as front-end and Django as back-end.

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Chapter 1

INTRODUCTION

Game Explorer is an innovative online platform created to meet the growing demand for a centralized resource for gamers around the world. This project aims to offer a seamless experience for users to discover, learn about, and engage with video games across a wide array of genres and platforms. With gaming becoming an integral part of global entertainment culture, Game Explorer addresses the need for a one-stop solution that combines game discovery, compatibility checks, and community engagement.

At its core, Game Explorer is designed to provide users with detailed information about games. This customization ensures that each user's experience is unique, encouraging deeper engagement and satisfaction. Through Game Explorer, casual players can find games suited to their interests, while core and competitive gamers can stay informed about updates and participate in discussions with fellow gamers.

Game Explorer serves a wide range of users, from casual gamers to competitive enthusiasts. This platform is particularly beneficial in the current digital age, where access to accurate and comprehensive gaming information is essential. By centralizing information and fostering community, Game Explorer meets the diverse needs of gamers, enhancing their experience and encouraging informed gaming choices.

1.1 EXISTING SYSTEM

The current landscape of gaming platforms primarily focuses on two distinct services: digital storefronts, such as Steam, Epic Games Store, and PlayStation Store, which facilitate game purchases and downloads, and game streaming services, which allow users to play games without local installations. While these platforms serve as distribution channels, they often limit the user experience by catering only to users interested in purchasing or streaming games within their ecosystems.

Additionally, users looking for game compatibility information often rely on third-party websites, forums, or manual research to determine if their system meets the technical requirements for a specific game. This disjointed process can be time-consuming and may not provide a complete view of game availability across platforms or devices.

The existing systems also lack a centralized solution for tracking upcoming games and events. Information on tournaments and new releases is often fragmented, requiring gamers to visit multiple websites or subscribe to various channels to stay informed. Furthermore, AI-driven assistance for gamers is minimal, as most gaming platforms do not provide real-time answers to users' queries about game genres, system compatibility, or device compatibility.

GameExplorer addresses these limitations by creating a unified, informative platform where gamers can explore game options, check system compatibility, and stay up-to-date with upcoming events and releases, all in one place. This approach enhances the user experience by making the gaming information journey more streamlined, accessible, and engaging.

1.2 PROBLEM STATEMENT

With the vast expansion of the gaming industry, gamers are often faced with the challenge of finding reliable, centralized information on games across multiple platforms. Current solutions largely focus on sales, in-game experiences, or specific platform-exclusive ecosystems, limiting users' ability to explore a wide array of games based on personal preferences, such as genre or compatibility with their system.

Additionally, determining whether a game is compatible with the user's hardware can be complex and time-consuming, often requiring users to manually compare technical specifications from multiple sources. For casual gamers or those with limited technical knowledge, this process can be particularly frustrating, as there is no simple, unified tool for checking system compatibility across various games.

Another limitation in the current ecosystem is the fragmented nature of information on upcoming game events, such as releases and tournaments. Gamers frequently need to monitor multiple sites, forums, or channels to stay informed, which is both inconvenient and time-intensive.

The lack of AI-driven support for answering game-related queries further hinders users' experiences. While certain platforms provide customer support, there is no automated, real-time assistant to answer questions on game genres, system requirements, or related topics, making it difficult for users to get quick and relevant information.

GameExplorer aims to address these challenges by providing a centralized, comprehensive platform where gamers can explore game options across various platforms, assess compatibility with their own systems, and stay informed about upcoming releases and events. The integrated AI chatbot also ensures users can receive immediate answers to their gaming-related questions, making GameExplorer a user-friendly and efficient solution for the gaming community.

1.3 PROPOSED SYSTEM

GameExplorer is designed to be an all-in-one platform for gamers, providing a streamlined solution for exploring, evaluating, and staying informed about games across multiple platforms. This system will offer a centralized database where users can access essential game information, including descriptions, pricing, genres, and device compatibility, without needing to visit multiple websites.

A key feature of GameExplorer is its compatibility-check tool, which allows users to compare their system specifications with game requirements, ensuring compatibility before deciding to purchase or download a game. Users can save their PC specifications for future checks, making it easy to evaluate new games as they become available.

GameExplorer also addresses the need for real-time gaming information with its AI-powered chatbot, which can answer a wide range of game-related queries. Whether users have questions about game genres, compatibility, or gameplay mechanics, the chatbot provides instant support, enhancing the user experience and helping them make informed choices.

Additionally, GameExplorer keeps users updated on the latest game releases and upcoming tournaments, ensuring they are always in the loop on important events in the gaming world. This combination of features makes GameExplorer a unique, user-centric platform that simplifies the gaming information process and caters to the diverse needs of the gaming community.

1.4 OBJECTIVES

1. **Centralize Game Information:** Provide a comprehensive platform where users can easily access information about games from various platforms, including descriptions, pricing, genres, and available devices.
2. **Enable Compatibility Checks:** Develop a compatibility-check feature that allows users to compare their saved PC specifications with the requirements of specific games, ensuring users know if their system meets the necessary criteria.
3. **Offer Real-Time AI Assistance:** Integrate an AI chatbot capable of answering a wide range of gaming-related queries, from game genres and specifications to compatibility, giving users immediate support.
4. **Notify Users of Upcoming Events:** Keep users informed about upcoming game releases and tournaments through timely notifications, allowing them to stay up-to-date with important events in the gaming world.
5. **Enhance User Experience with Personalization:** Allow users to save and manage their PC specifications for future use, enabling a personalized experience as they explore new games and features within the platform.
6. **Simplify Gaming Research:** Streamline the process of game exploration and system evaluation, reducing the need for users to visit multiple sites to find game-related information.

These objectives aim to create a user-friendly, informative, and interactive platform that meets the needs of a diverse gaming community.

Chapter 2

LITERATURE SURVEY

A literature survey, also known as a literature review, involves analysing scholarly sources related to a particular subject. Examining the available literature, it provides a comprehensive overview of the state of the field, allowing you to identify relevant theories, approaches, and gaps in the existing body of knowledge. When conducting a literature review from an audit perspective, the main focus is on evaluating the relevant literature. This process covers information that has been published in a specific field of study and sometimes includes information published within a specific time frame.

Purpose of Literature Survey

1. It gives readers easy access to research on a particular topic by selecting high quality articles or studies that are relevant, meaningful, important and valid and summarising them into one complete report.
2. It provides an excellent starting point for researchers beginning to do research in a new area by forcing them to summarize, evaluate, and compare original research in that specific area.
3. It ensures that researchers do not duplicate work that has already been done.
4. It can provide clues as to where future research is heading or recommend areas on which to focus.
5. It highlights the key findings.

Chapter 3

METHODOLOGY

The methodology for GameExplorer focuses on the development of a user-friendly, feature-rich platform for gamers, utilizing HTML, CSS, JavaScript on the frontend, and the Django framework for the backend. The project follows a systematic approach, comprising requirements gathering, system design, development, testing, and deployment.

3.1 REQUIREMENTS GATHERING

- **User Needs Analysis:** Surveys and feedback were collected from gamers to understand their expectations, focusing on the need for centralized game information, system compatibility checks, and real-time event notifications.
- **System Requirements:** Defined the system's technical needs, including scalability, data storage, and real-time interaction for features like compatibility checking and event notifications.

3.2 SYSTEM ARCHITECTURE DESIGN

- **Frontend-Backend Separation:** The system follows a client-server architecture where Django serves as the backend, handling data processing, storage, and API management. HTML, CSS, and JavaScript handle the frontend presentation and interactivity.
- **Modular Design:** Designed the platform in a modular way to handle distinct components such as game data retrieval, compatibility checks, event notifications, and the AI chatbot independently.

3.3 DATABASE DEVELOPMENT

- **Database Schema:** Utilized Django's ORM to design a relational database that stores user data, game details, saved system specifications, and event information. Game-related fields include title, genre, price, and system requirements.
- **Data Access and Management:** Django's ORM is leveraged for efficient data access, ensuring quick retrieval of game details, user specifications, and event data.

3.4 BACKEND DEVELOPMENT (DJANGO FRAMEWORK)

- **Game Data Integration:** Integrated APIs like IGDB to pull real-time game information, including descriptions, genres, platforms, and prices, making this data accessible to users.
- **Compatibility Checker:** Developed a system that allows users to enter and save their PC specifications. The backend compares these specifications against a game's system requirements to determine compatibility.
- **Event Notification System:** Created a scheduler in Django to track upcoming game releases and tournament events, notifying registered users via email or platform alerts.
- **AI Chatbot:** Incorporated a chatbot using NLP libraries within Django, enabling users to ask gaming-related questions and get real-time responses about games, system requirements, or upcoming events.

3.5 FRONTEND DEVELOPMENT (HTML, CSS, JavaScript)

- **UI Design:** Developed the user interface using HTML for structure, CSS for styling, and JavaScript to implement dynamic features like dropdown menus, live search, and compatibility checks.
- **Responsive Design:** Implemented a responsive design using CSS media queries to ensure the site is optimized for desktop, tablet, and mobile devices, providing an enhanced user experience across platforms.
- **Interactive Features:** JavaScript handles interactive elements, such as dynamically loading game information, managing compatibility checks, and updating event notifications.

3.6 SYSTEM INTEGRATION

- **Frontend-Backend Communication:** Utilized Django REST Framework to create RESTful API endpoints for frontend-backend communication. This allows dynamic interaction, such as retrieving game details and performing system compatibility checks.
- **User Authentication:** Integrated a secure login and registration system using Django's built-in authentication, enabling users to create accounts and store personal data, like saved PC specifications.
- **Data Validation and Error Handling:** Implemented input validation on both frontend (JavaScript) and backend (Django) to ensure data integrity and prevent errors.

3.7 TESTING AND VALIDATION

- **Unit Testing:** Wrote unit tests for key backend components, including the compatibility checker, event notifications, and chatbot functionalities, ensuring each part works as expected.
- **User Testing:** Conducted user testing with gamers to gather feedback on interface design, usability, and feature functionality.
- **Cross-Browser and Device Testing:** Ensured that the website functions seamlessly across all major browsers (Chrome, Firefox, Safari) and is responsive across different screen sizes.

3.8 DEPLOYMENT AND MAINTENANCE

- **Server Deployment:** Deployed GameExplorer on a cloud server, using platforms like Heroku or AWS to ensure availability and scalability.
- **Continuous Updates:** Established a process for ongoing updates to the system, including adding new game data, refining chatbot responses, and incorporating user feedback.
- **Monitoring and Analytics:** Implemented monitoring tools to track website performance and user engagement, enabling continuous improvement.

Chapter 4

DATA FLOW DIAGRAM

A **Data Flow Diagram (DFD)** represents the flow of data within a system, showing how input is processed into output through various components. It helps in understanding the functional requirements of a system by illustrating how data moves between processes, data stores, and external entities. For **GameExplorer**, we can create a DFD to represent the flow of data between the user interface, backend, database, and external systems (like APIs).

Level 0: CONTEXT DIAGRAM

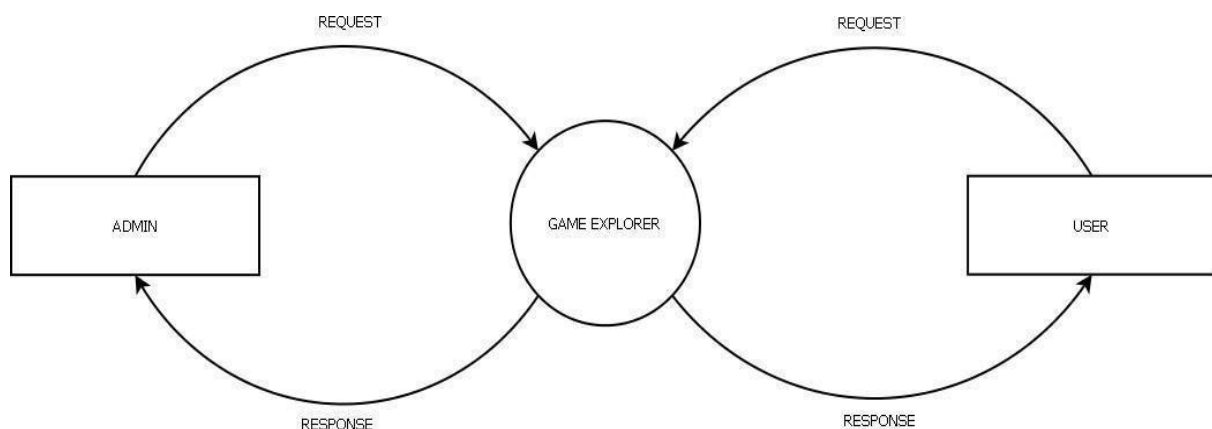


Fig. 4.1

The Fig 4.1 represents the interactions in the **GameExplorer** application.

1. **GameExplorer:** This is the central system in the diagram, responsible for handling interactions between users and admins.
2. **Admin:**
 - Sends **requests** to the GameExplorer system to perform administrative actions, like adding games, updating tournament events, and managing content.
 - Receives **responses** from GameExplorer, such as confirmations or data reflecting the current state of games and tournaments.
3. **User:**
 - Sends **requests** to the GameExplorer system, such as viewing game details, checking PC compatibility, registering for tournaments, and accessing other user-specific functions.
 - Receives **responses** from GameExplorer, like game details, tournament information, or notifications about upcoming events.

This DFD shows a high-level overview of the data flow between the **Admin, GameExplorer system, and User**, illustrating how requests are sent and responses are received by both the admin and user.

Level 1: ADMIN

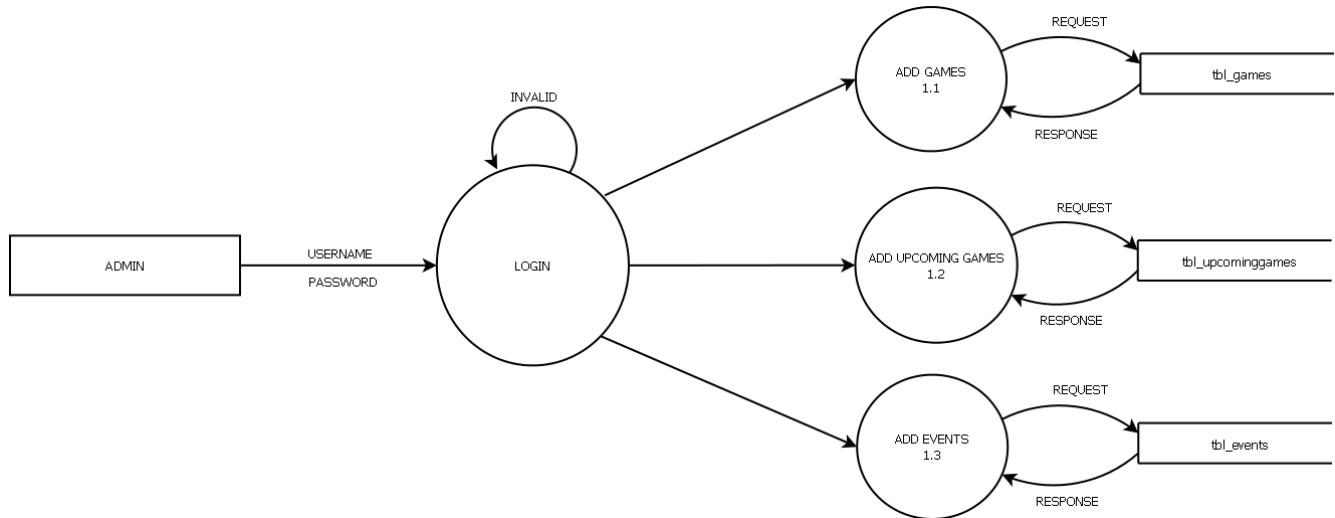


Fig 4.2

The Fig 4.2 is a more detailed Data Flow Diagram (DFD) showing the Admin section of the GameExplorer system, focusing on how the admin manages games, upcoming games, and events.

1. Admin:
 - Enters username and password to access the system.
 - If the login credentials are invalid, the system does not grant access and loops back to the login prompt.
2. Login:
 - Validates the admin's credentials.
 - If valid, the admin can proceed to add or update data in the system.
3. Add Games (1.1):
 - After successful login, the admin can request to add a new game to the GameExplorer system.
 - This request updates the tbl_games database table.
 - A response is sent back, confirming the game has been added.
4. Add Upcoming Games (1.2):
 - The admin can request to add upcoming games, which will be stored in the tbl_upcominggames table.
 - A response confirms that the upcoming game details have been successfully added.

5. Add Events (1.3):

- The admin can also request to add events related to games, saved in the tbl_events table.
- A response acknowledges the event addition.

This DFD shows the actions an admin can take after login, specifically focusing on adding games, upcoming games, and events, with each operation interacting with its respective table and receiving confirmation responses.

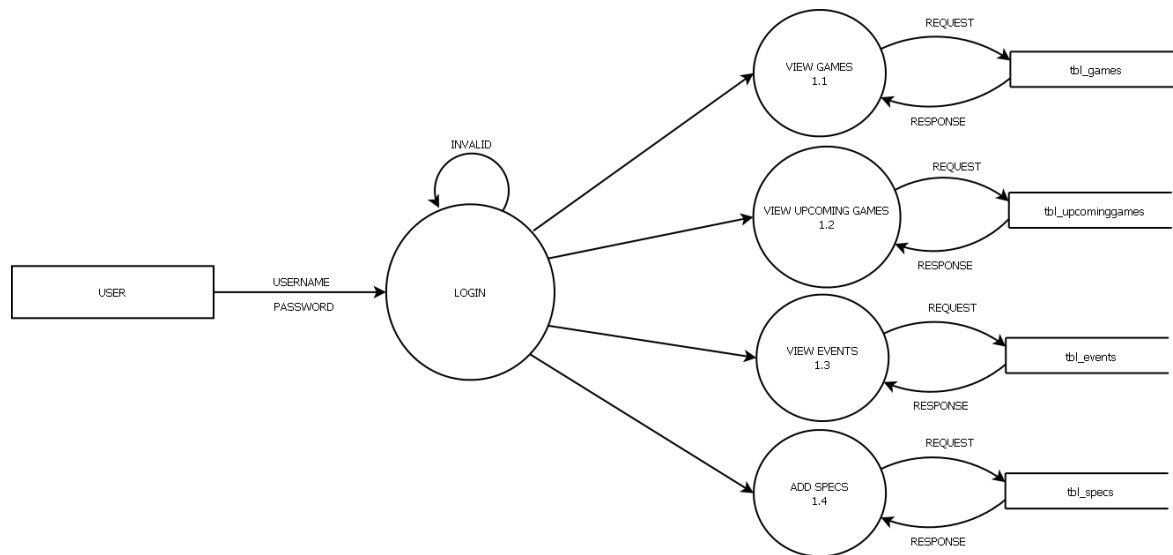
Level 1: USER

Fig 4.3

The Fig 4.3 illustrates the **User** interactions in the GameExplorer system. It describes the flow of data as users interact with different features of the system after logging in.

1. User:

- Provides **username** and **password** for authentication.
- If the login credentials are **invalid**, the system loops back, requiring correct login details to proceed.

2. Login:

- Validates the user's credentials.
- Upon successful login, users can access the system's features, such as viewing games, upcoming games, events, and adding their PC specs.

3. View Games (1.1):

- The user can **request** to view details of available games.
- The request is processed by accessing the tbl_games table.
- A **response** is sent back with the requested game details.

4. **View Upcoming Games (1.2):**

- The user can **request** to view a list of upcoming games, which are stored in the tbl_upcominggames table.
- The system sends a **response** containing the details of upcoming games.

5. **View Events (1.3):**

- The user can **request** to view events related to games, retrieved from the tbl_events table.
- The system returns a **response** with the event information.

6. **Add Specs (1.4):**

- Users can **request** to add their PC specifications, which are saved in the tbl_specs table.
- A **response** confirms that the specifications have been successfully added.

This DFD highlights the actions a user can take after logging in, focusing on viewing available and upcoming games, checking events, and adding PC specifications. Each interaction involves data retrieval or entry, with responses confirming the successful execution of each action.

Chapter 5

RESULT AND DISCUSSIONS

The Results and Discussions section highlights the outcomes of the GameExplorer project, including the performance and functionality of the website, user feedback, and any challenges faced during development. It also includes an analysis of how well the project met its objectives and the insights gained during implementation.

5.1 WEBSITE FUNCTIONALITY

- **Game Information and Compatibility Checker:** The GameExplorer platform successfully integrates real-time game data from external APIs, providing users with detailed information on various games. The compatibility checker efficiently compares users' system specifications against the requirements for each game, delivering accurate compatibility results. Users can input their system specs, save them for future use, and compare them with the minimum and recommended system requirements of different games.
- **User Interface and User Experience (UI/UX):** The website's interface is clean, intuitive, and responsive. Gamers can easily navigate between different game genres, system requirements, and other features. The use of JavaScript and CSS has enabled smooth interactions, such as live search and dynamic loading of game details. The frontend design ensures a seamless experience across multiple devices, from desktops to smartphones.
- **Event Notification System:** The event notification system successfully notifies users about upcoming game releases and tournaments. This feature is integrated with the backend to ensure real-time updates. Users who have registered for specific events receive timely notifications, which enhances their engagement with the platform.
- **AI Chatbot:** The AI chatbot effectively answers a wide range of user queries, including game information, compatibility checks, and upcoming events. Using Natural

Language Processing (NLP) techniques, the chatbot can understand and respond to user queries in a conversational manner. While the chatbot performed well, its ability to handle complex queries continues to improve with further training.

5.2 PERFORMANCE AND EFFICIENCY

- **Backend Performance:** The Django framework ensures that the backend performs efficiently, handling multiple requests simultaneously without significant delays. The use of Django's ORM for database management allows quick data retrieval for games, specifications, and event information.
- **Frontend Performance:** JavaScript has been optimized to reduce latency and improve responsiveness, especially when loading game data or interacting with the compatibility checker. The website loads quickly, even with large volumes of data, ensuring a smooth user experience.

5.3 USER FEEDBACK

- **Positive Feedback:** Users expressed satisfaction with the platform's ability to centralize game information and system compatibility checks. Many appreciated the ease with which they could explore game details and receive personalized recommendations based on their system specs. The event notification system and chatbot were also highly rated for their utility.
- **Areas for Improvement:** Some users suggested that the game database could be expanded to include more indie games, along with better categorization options for genres and platforms. There was also feedback about improving the chatbot's ability to answer more specific or complex questions, such as troubleshooting technical issues related to game performance.
- **Usability:** In usability testing, participants found the interface intuitive and easy to navigate. There were some suggestions for improving the design of the compatibility checker, such as adding more detailed error messages or offering suggestions on how to improve system specifications for compatibility.

5.4 CHALLENGES ENCOUNTERED

- **API Integration:** One of the challenges faced during development was the integration of third-party APIs for real-time game data. Issues such as rate limiting and data inconsistencies required additional handling, like caching data locally and ensuring up-to-date game details through periodic updates.
- **Compatibility Algorithm:** Another challenge was fine-tuning the compatibility checker to account for various device configurations and provide accurate recommendations. The system needed continuous adjustments to handle different gaming platforms (PC, consoles) and the evolving hardware requirements of new games.
- **Chatbot Accuracy:** While the chatbot's responses were generally helpful, it sometimes struggled with more nuanced or context-specific queries. Improving the NLP model's understanding of gaming-related terminology and user intent was an ongoing task.

5.5 ACHIEVEMENTS AND CONTRIBUTIONS

- **Centralized Gaming Platform:** GameExplorer has succeeded in creating a centralized platform that aggregates game details across multiple platforms and provides users with a comprehensive, personalized gaming experience.
- **System Compatibility Checker:** The addition of the compatibility checker is a key feature that sets GameExplorer apart from other game information platforms, offering tangible value to users who want to ensure their systems meet game requirements before purchasing.
- **Event Notifications and Engagement:** The event notification system keeps users informed about upcoming game releases and tournaments, enhancing the platform's engagement and user retention.

Chapter 6

SCREENSHOTS

6.1 LOGIN

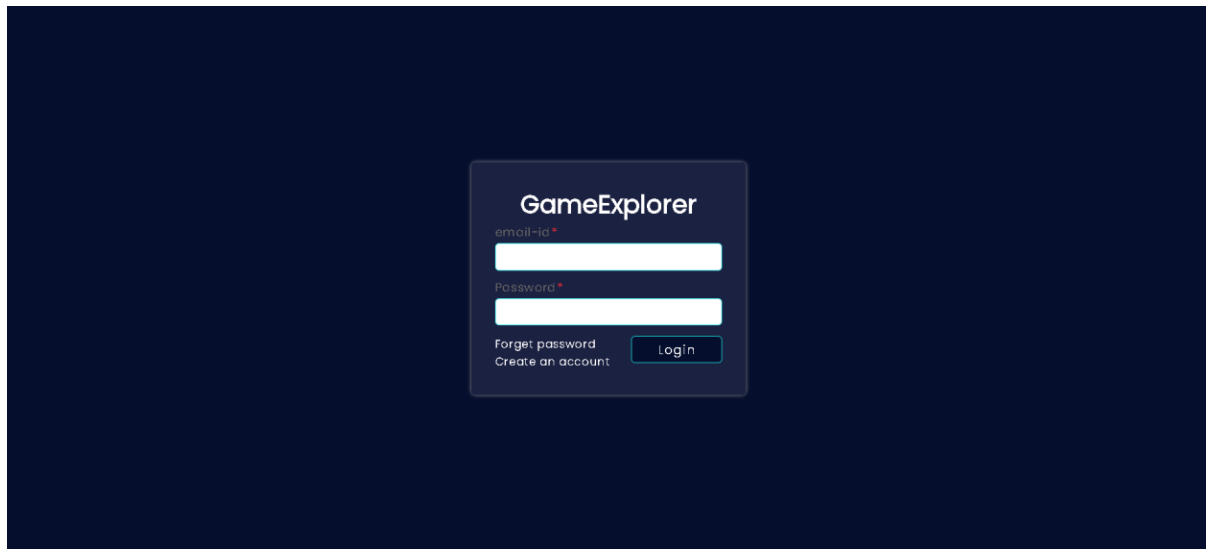
The screenshot shows a login form for 'GameExplorer' centered on a dark blue background. The form is a light blue rounded rectangle. It contains the title 'GameExplorer' at the top. Below it are two input fields: 'email-id *' and 'Password *'. At the bottom left of the form are two links: 'Forgot password' and 'Create an account'. At the bottom right is a 'Login' button.

Fig 6.1

The Fig 6.1 shows the login page for the users which authenticates the user credentials and provide the user their sensitive data.

6.2 REGISTER

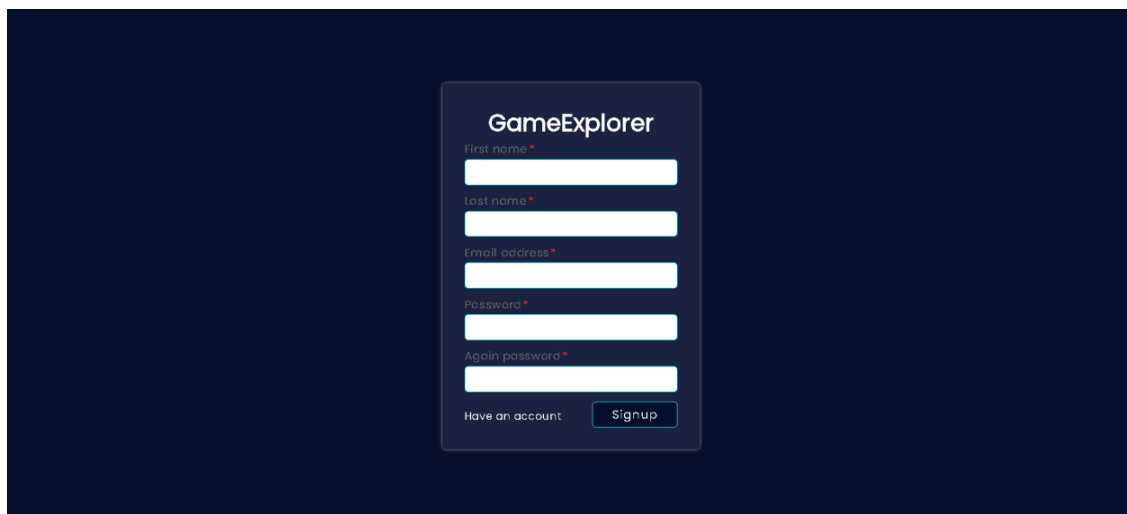
The screenshot shows a registration form for 'GameExplorer' centered on a dark blue background. The form is a light blue rounded rectangle. It contains the title 'GameExplorer' at the top. Below it are five input fields: 'First name *', 'Last name *', 'Email address *', 'Password *', and 'Again password *'. At the bottom left of the form is a link: 'Have an account'. At the bottom right is a 'Signup' button.

Fig 6.2

Figure 6.2 illustrates the Registration page for new users who have not yet joined the website. This page enables users to provide their personal information, granting them access to the website as desired.

6.3 INDEX

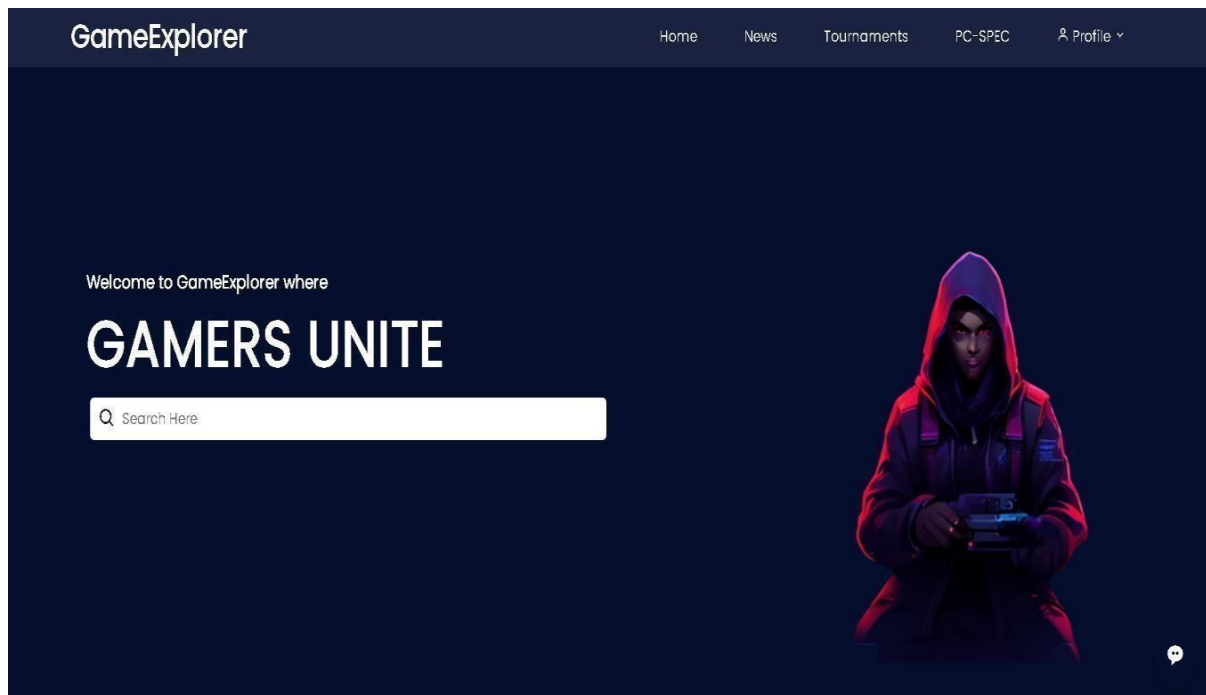


Fig 6.3

Figure 6.3 represents the Index page, which serves as the home page for gamers. Here, users can search for their favorite games and engage with an AI chatbot located in the bottom right corner for assistance.

6.4 CHATBOT

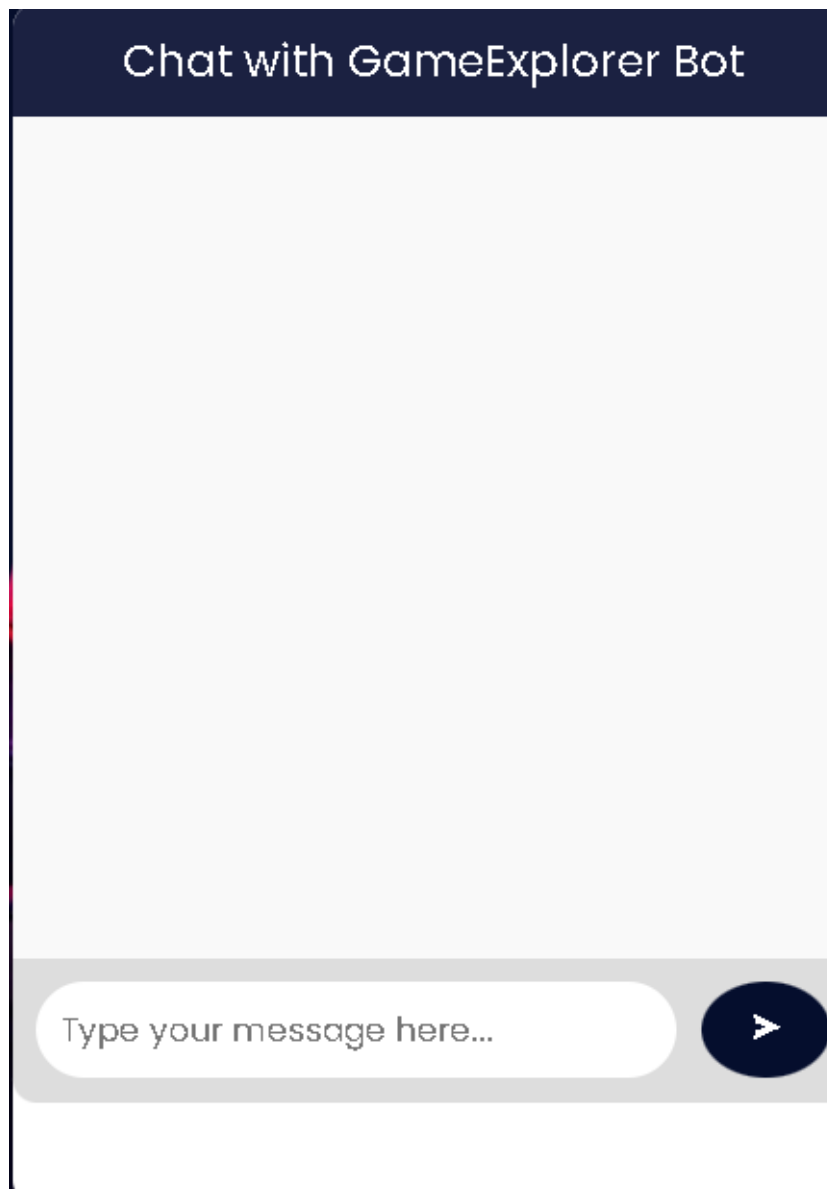


Fig 6.4

Figure 6.4 showcases the AI Interaction Interface, where users can engage in real-time conversations with the AI. This interface allows gamers to ask questions, receive game-related information, and obtain personalized recommendations, enhancing their overall experience on the platform.

6.5 GAMES

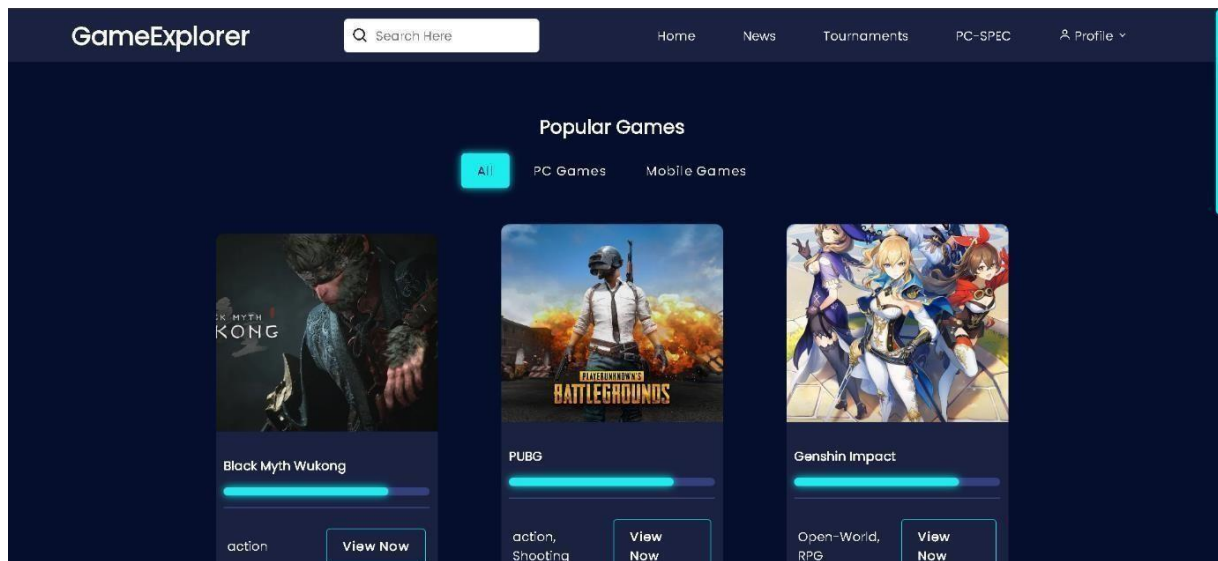


Fig 6.5

Figure 6.5 depicts the Games page, where users can browse and access their favorite games. This page includes filtering options, allowing gamers to efficiently narrow down their choices based on specific criteria.

6.6 GAMES-DETAILS

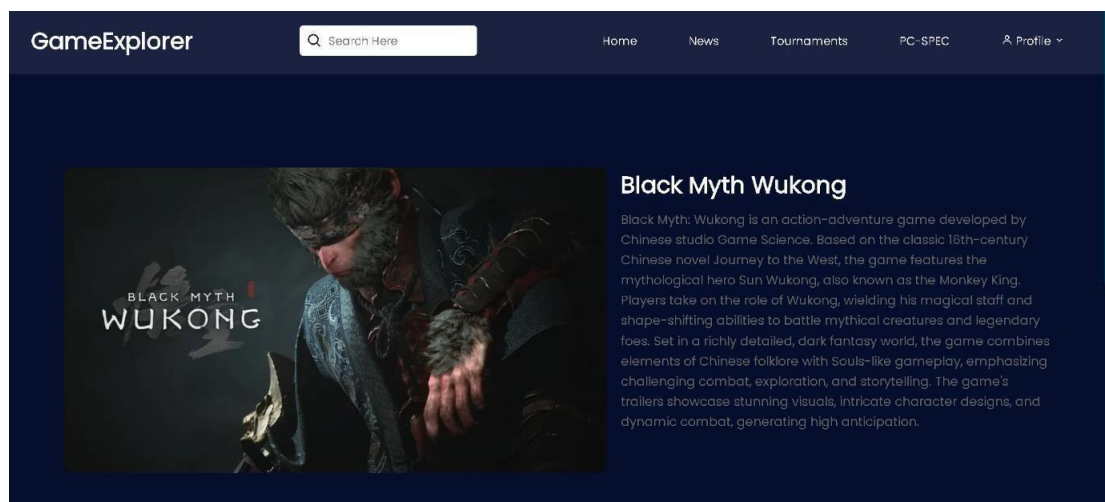


Fig 6.6

Figure 6.6 presents the Game Details page within Game Explorer, which provides in-depth information for each game. Accessible by selecting 'View More' on the Games page (Figure 6.5), this page includes a brief description, pricing, available platforms, and a compatibility check to determine if the user's PC meets the game's system requirements.

6.7 UPCOMING GAMES

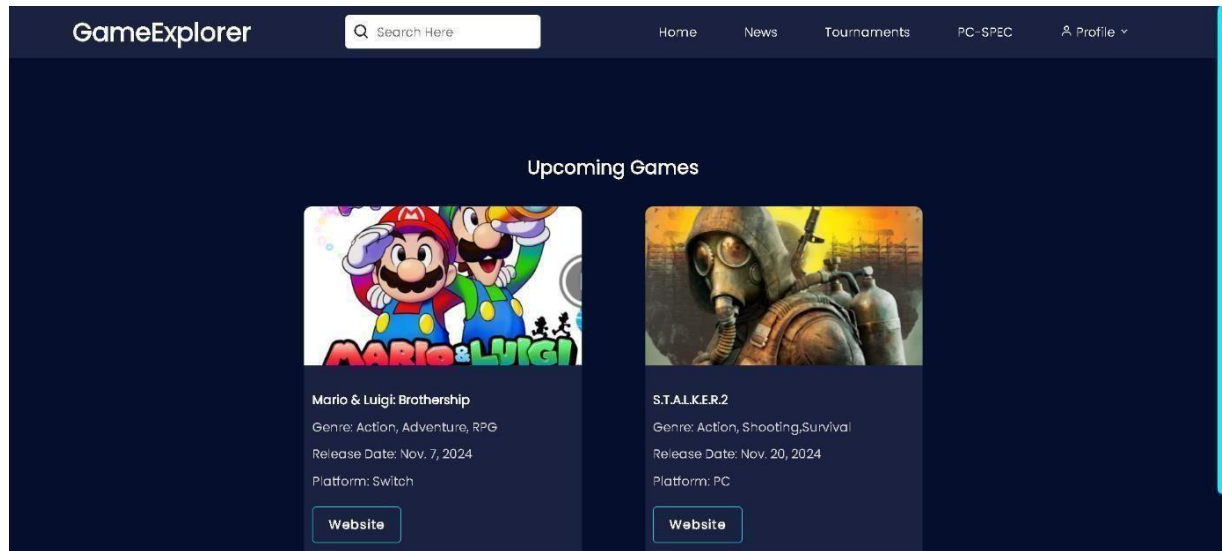
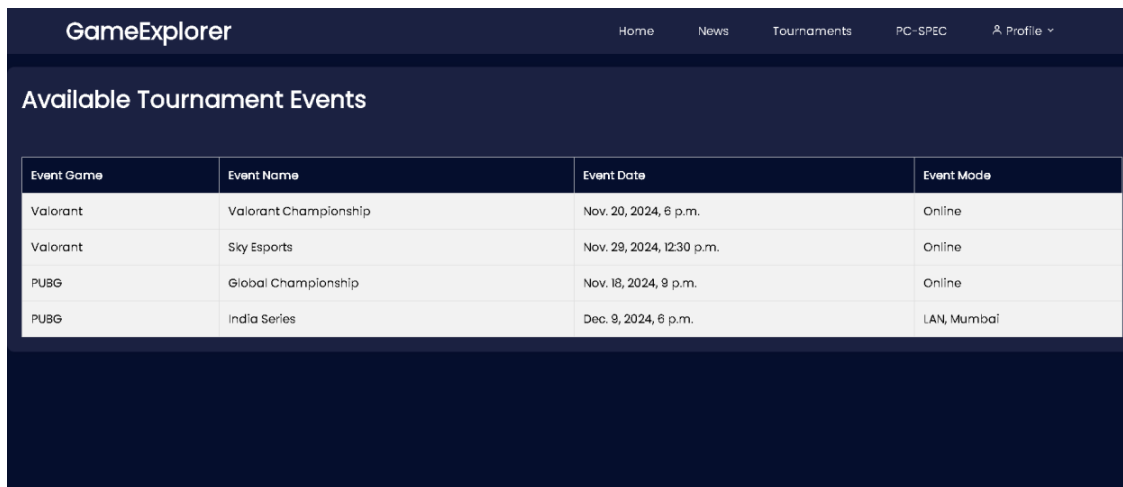


Fig 6.7

Figure 6.7 displays the Upcoming Games page, listing titles set to release across various platforms, including PC, Switch, PlayStation, Xbox, and Mobile. This page provides users with details such as genre and release date, and includes a 'Website' button to access each game's official website for further information.

6.8 TOURNAMENTS



Event Game	Event Name	Event Date	Event Mode
Valorant	Valorant Championship	Nov. 20, 2024, 6 p.m.	Online
Valorant	Sky Esports	Nov. 29, 2024, 12:30 p.m.	Online
PUBG	Global Championship	Nov. 18, 2024, 9 p.m.	Online
PUBG	India Series	Dec. 9, 2024, 6 p.m.	LAN, Mumbai

Fig 6.8

Figure 6.8 provides detailed information about ongoing and upcoming game events, including their dates, times, and modes (such as online or LAN). This page helps users stay informed about current and upcoming competitions in the gaming community.

6.9 SPECS

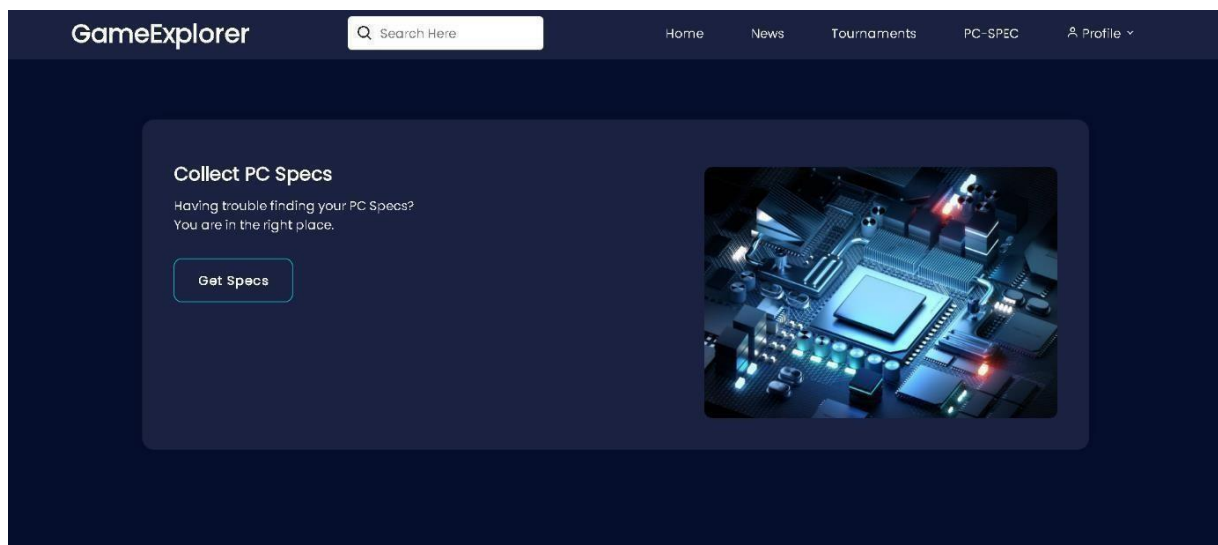


Fig 6.9

Figure 6.9 represents the page for users who are unaware of their system specifications or wish to update their spec details in the database. The 'Get Spec' button allows users to access and input their system specifications for storage and future reference.

6.10 PROFILE

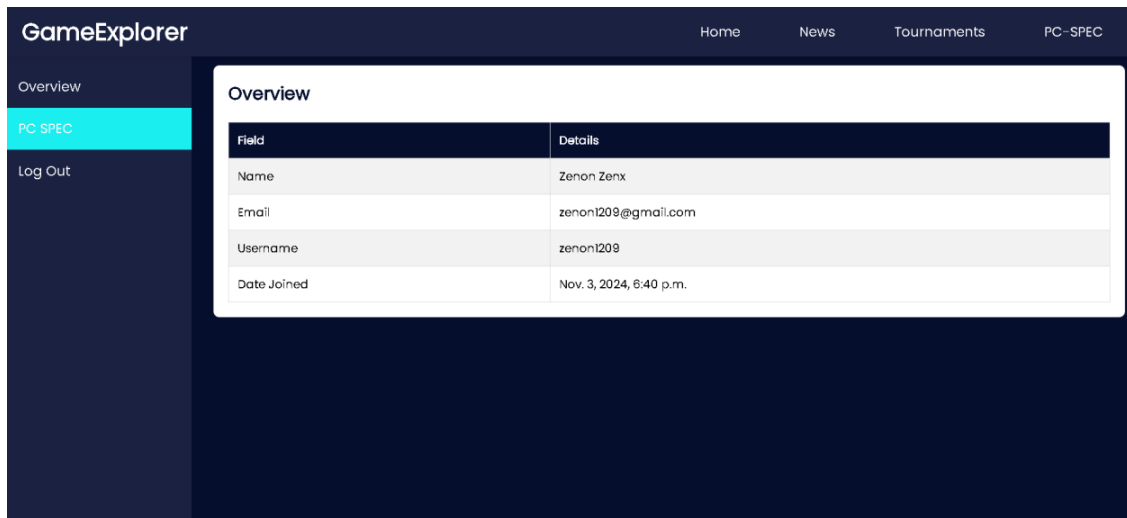
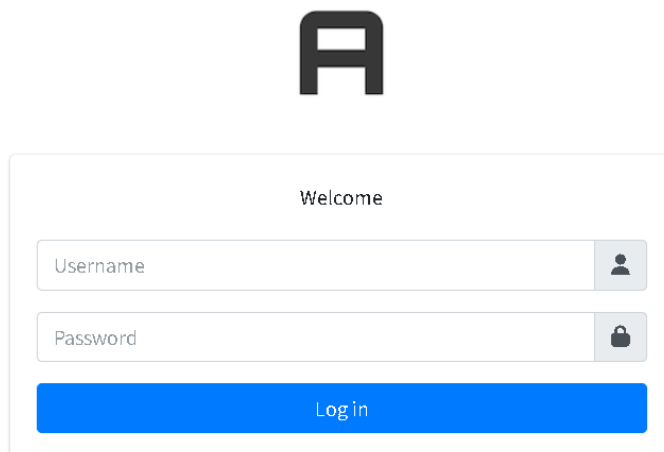


Fig 6.10

Figure 6.10 illustrates the Profile page, where users can view their personal information and details stored in the database, as well as their system specifications.

6.11 ADMIN LOGIN



A

Welcome

Username

Password

Login

Fig 6.11

Figure 6.11 displays the Admin Login page, where administrators can securely log in to the system. This page requires the admin to enter their credentials, such as a username and password, to gain access to the administrative features and manage the website's content and user data.

6.12 ADMIN DASHBOARD

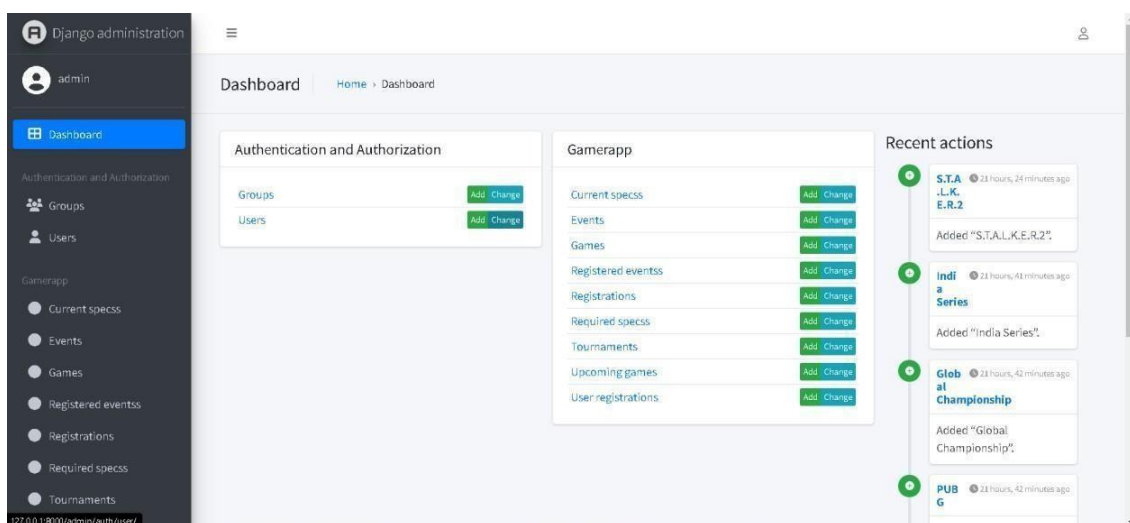


Fig 6.12

Figure 6.12 presents the Admin Dashboard, the central control panel for administrators. From this page, admins can manage and monitor various aspects of the website, including user accounts, game listings, event schedules, and system specifications. The dashboard provides easy access to key features, such as adding new games, editing existing content, viewing user activity, and handling other administrative tasks to ensure smooth website operation.

6.13 ADD EVENTS

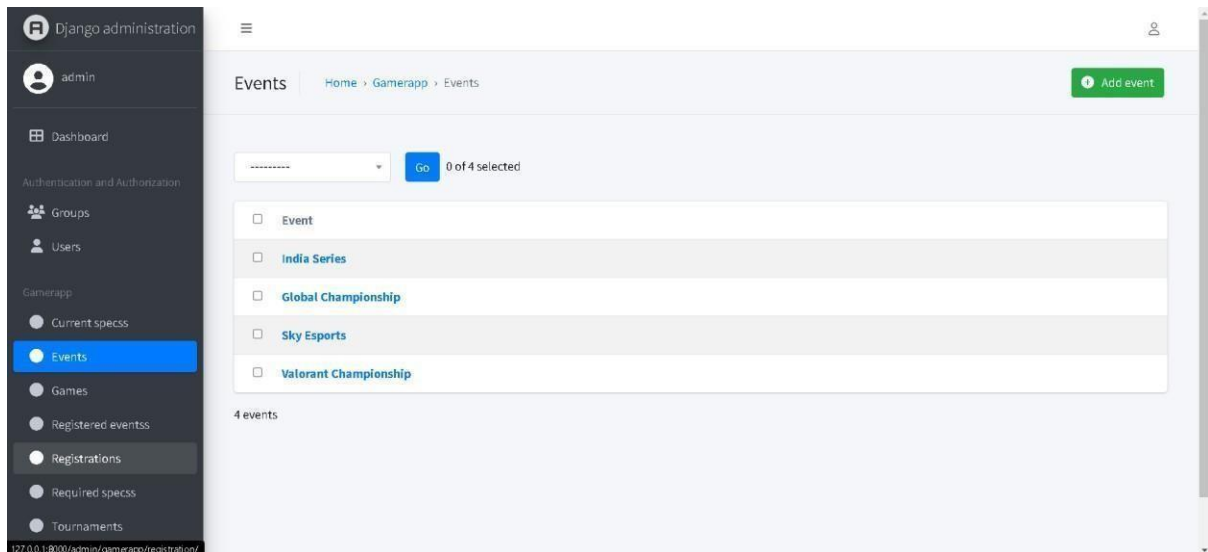


Fig 6.13

Figure 6.13 illustrates the Admin Event Management page, where administrators can add new events. These events will be made available to users and can be accessed on the Upcoming Events page, as shown in Figure 6.8. The page allows the admin to input event details such as date, time, mode (online or LAN), and other relevant information for users to view and register.

6.14 ADD GAMES

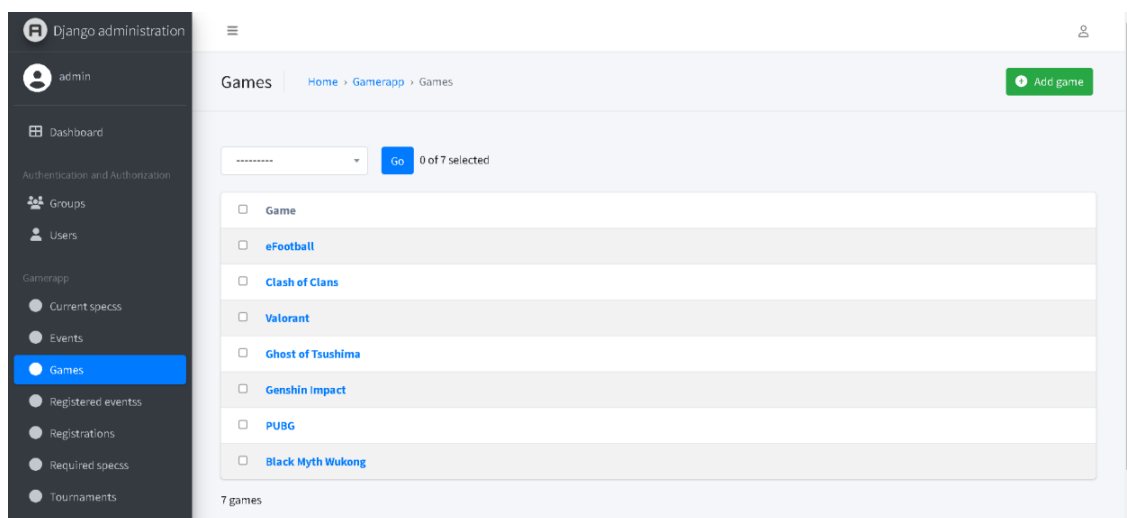
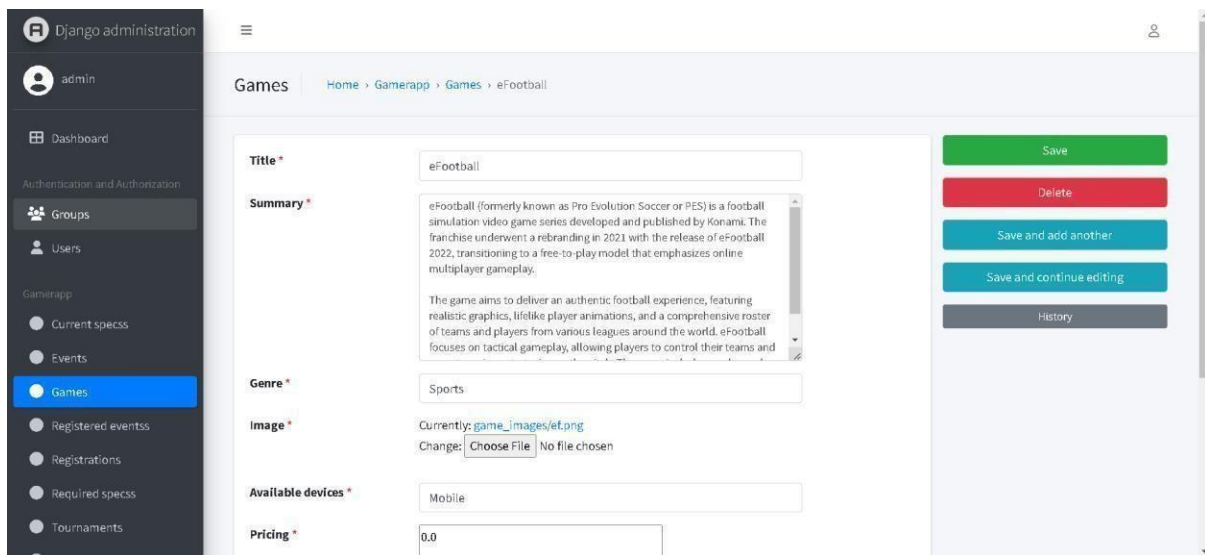


Fig 6.14

6.15 ADD GAMES

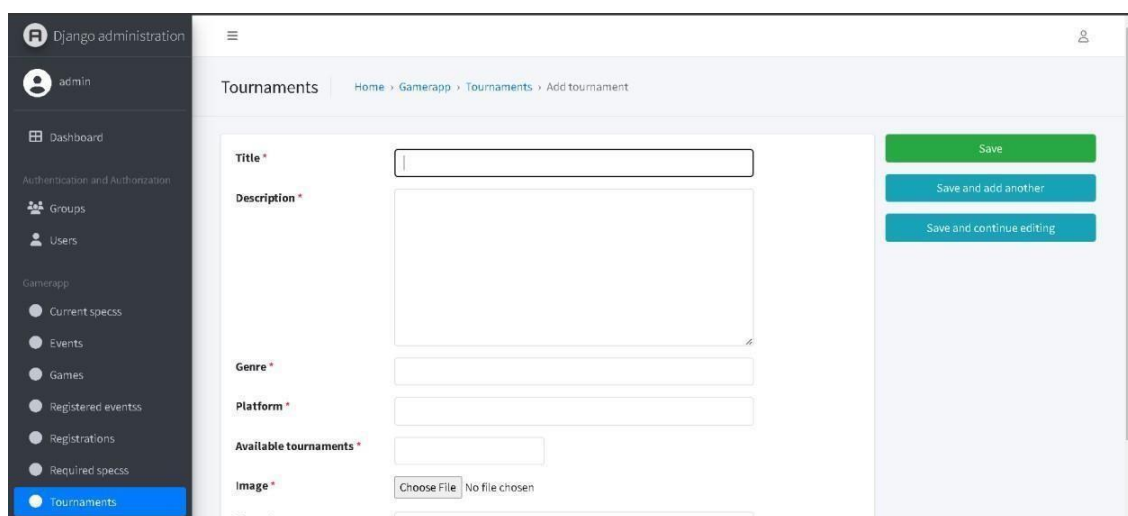


Django administration interface for adding a new game. The left sidebar shows the 'Games' menu item selected. The main form contains fields for Title, Summary, Genre, Image, Available devices, and Pricing. The Title field is filled with 'eFootball'. The Summary field contains a detailed description of the eFootball game. The Genre field is filled with 'Sports'. The Image field shows a file upload interface with a 'Choose File' button. The Available devices field is filled with 'Mobile'. The Pricing field is filled with '0.0'. On the right side of the form, there are buttons for 'Save', 'Delete', 'Save and add another', 'Save and continue editing', and 'History'.

Fig 6.15

Figures 6.14 and 6.15 represent the Admin Game Management pages, where administrators can add new games and input their detailed information. This includes essential details such as game title, description, pricing, available platforms, and required system specifications. These specifications, such as processor, RAM, GPU, and storage, are crucial for users to check their system compatibility. The information added on these pages is accessible to users through the Games page (Figure 6.5) and the Game Details page (Figure 6.6), allowing them to view the game and its requirements for a personalized experience.

6.16 ADD TOURNAMENTS



Django administration interface for adding a new tournament. The left sidebar shows the 'Tournaments' menu item selected. The main form contains fields for Title, Description, Genre, Platform, Available tournaments, Image, and Name. The Title field is empty. The Description field is empty. The Genre field is empty. The Platform field is empty. The Available tournaments field is empty. The Image field shows a file upload interface with a 'Choose File' button. The Name field is empty. On the right side of the form, there are buttons for 'Save', 'Save and add another', and 'Save and continue editing'.

Fig 6.16

Figure 6.16 represents the Admin Event Creation page, where administrators can add detailed information for each game, including its description, platform, and event mode (e.g., online or LAN). This page allows multiple events to be associated with a single game, making it easier for the admin to add new events for the same game in the future. The details entered on this page are displayed on the Events page (Figure 6.13), enabling users to view and register for upcoming events related to their favorite games.

Chapter 7

CONCLUSION

The **GameExplorer** project has successfully created a comprehensive platform that aggregates and displays essential game-related information, offers a system compatibility checker, and provides real-time event notifications for gamers. By bringing multiple gaming platforms under one roof, GameExplorer empowers users to explore games based on their preferences, check their system's ability to run specific titles, and stay informed about upcoming events in the gaming world. The integration of an AI chatbot further enhances the user experience by providing instant answers to game-related queries.

Through user feedback and performance testing, the platform has proven to be efficient and user-friendly, allowing gamers to easily navigate and access the information they need. However, there are still areas for improvement, such as expanding the game database, enhancing the chatbot's capabilities, and adding interactive features like community forums and event registration. These future improvements will contribute to increasing user engagement and making GameExplorer a more comprehensive resource for gamers.

In conclusion, **GameExplorer** is poised for further development, with plans to evolve into a more dynamic platform that not only provides game data but also fosters a community space for gamers to interact, share experiences, and participate in events. By continuously addressing user needs and enhancing functionality, GameExplorer has the potential to become a go-to hub for gamers worldwide.

Chapter 8

FUTURE WORK AND IMPROVEMENTS

- **Expanded Game Database:** Future iterations of GameExplorer will focus on expanding the game database to include a broader range of games, especially indie titles. More categorization options will also be introduced to allow users to filter games based on different criteria such as genre, platform, or user ratings.
- **Enhanced Chatbot:** Ongoing improvements will be made to the AI chatbot, enabling it to better handle complex queries and provide more accurate troubleshooting advice. Additionally, the chatbot will be updated to offer more specific responses related to game performance issues and user-specific queries.
- **Community Page for Gamers:** A community page will be added to the platform, allowing gamers to interact with each other in a forum-like environment, similar to Reddit. Users will be able to ask questions, share experiences, discuss games, and seek advice on various topics. This feature will foster a sense of community and support among users, providing a platform where gamers can connect, share their insights, and resolve doubts about games and gaming hardware.
- **Event Registration:** Currently, users can view upcoming events and tournaments. In future versions of the platform, users will be able to register for events directly through the website. This will include features such as event registration, participant lists, and confirmation notifications. Users will be able to sign up for tournaments or events related to their favorite games, making the platform more interactive and engaging.
- **Performance Optimizations:** As the platform grows, performance optimizations will be crucial to handle higher traffic loads and ensure quick, seamless data retrieval. The website will be continuously tested to ensure that the performance remains efficient as the user base and game database expand.

Chapter 9

APPENDIX

9.1 REFERENCE

- **Can I Run It** – System Requirements Checking Tool: The GameExplorer project draws inspiration from the **Can I Run It** platform, which allows users to check if their PC can run a specific game by comparing their system specifications with the game's requirements. This platform provides a similar feature in **GameExplorer**, where users can input their system specs and get compatibility results with game requirements.
Website: <https://www.systemrequirementslab.com/cyri/>
- **IGDB (Internet Game Database)**: The **IGDB** API is used to retrieve comprehensive data about games, including their title, description, pricing, available platforms, and system requirements. This database powers GameExplorer's game information retrieval feature, allowing users to explore games based on various attributes.
Website: <https://www.igdb.com/>
- **Twitch**: For integrating real-time event notifications and tournament details, GameExplorer has been inspired by platforms like **Twitch**, where users can follow live gaming events and tournaments. This concept has been adopted for the GameExplorer platform's event notification system, ensuring users stay up-to-date on important game events and releases.
Website: <https://www.twitch.tv/>
- **Reddit**: The **Reddit** community model, particularly its subreddits dedicated to gaming, has inspired the planned development of a community page for **GameExplorer**. This feature will allow users to interact, share experiences, and ask game-related questions in a forum-like environment, similar to the engagement seen on Reddit.
Website: <https://www.reddit.com/r/gaming/>

9.2 ACKNOWLEDGMENT

- I would like to acknowledge the valuable contributions of the developers and communities behind the platforms referenced in this project. Their innovations in gaming data management, user engagement, and system compatibility checking have been an essential foundation for **GameExplorer**.
- A special thanks to the open-source community, which provided tools and libraries like **Bootstrap** and **Dialogflow** that helped in the frontend and chatbot development of GameExplorer.