

Rocket

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1 Introduction

Its the year 2032. Gabe has exhausted all of Valve's resources on Half-Life 3. The company has collapsed, and with it, the greatest game launcher of all time: Steam. With the PC gaming world in shambles, and every company rushing to make their own shitty launcher, one launcher must rise above the rest. Prepare to blast off, with Rocket.

With this project, we are setting out to develop a fully-functional, all-in-one game launching platform. The platform will integrate with several currently-available game launchers, such as Steam and Epic Games. Using the information gathered from these launchers, Rocket will allow users to launch their own games, view screenshots, or interact with communities associated with each game.

2 Pages

The following sections represent different categories of pages within the Rocket application. Section 2.1 describes the Navigation Bar which is visible in almost every page of the application. Section 2.2 houses all of the main pages of the application. Each page only occurs one time, as opposed to the next section, 2.3, which breaks down the Game pages. These are pages which exist for each game, meaning that, for example, every game will have its own "Game Start" page and its own "Community" Page.

2.1 Navbar

The Navbar is not a page itself, but is instead present at the top of almost every page. It has 3 elements: a home icon, a search bar, and a settings icon. The home icon will return the user to the Home page, no matter where they are in the application. The search bar will allow users to search through their game library, and then redirect them to the Search Results page. Finally, the settings icon will take the user to the Application Settings page.

2.2 Application Pages

2.2.1 Home

At the top of the page you'll find the Navbar, as described in the Navbar section. The remainder of the screen real estate is used to display games. Each game is represented by an icon, a title, and a play button. By clicking on the name or the icon of any game, the user is redirected to the corresponding "Game Start" page.

2.2.2 Application Settings

This page does not have a navbar at the top, instead being replaced with just an "X" icon, which returns the user to the previous page. On the page itself, there are multiple sections of settings, including "Config" and "Launchers." Under the "Config" setting, the user will find several settings that pertain to the launcher itself. This is where the user will adjust their color theme, change install directory, or choose to launch the app on startup. The "Launchers" section allows users to login to each launcher supported by the platform, such as Steam or Epic Games. It also includes a section to link your discord account to the app.

2.2.3 Search Results

This page once again starts with a navbar at the top. Below that, the user will find a single column of game results with icons on the left, a title, a brief description, and a play button. The functionality of each result works similarly to the home page, where the user can click the image or title to go to the corresponding Game Start page, or the play button to launch the game directly.

2.3 Game Sidebar

The Game Sidebar will be featured as a way to navigate throughout the different pages of each game. It features icons which represent each of the four game pages. It is present on each of the following pages.

Additionally, for each game page, there is a play button in the bottom right corner of the screen. This is used to launch the game, and is accessible any time a user is on a games page.

2.4 Game Pages

2.4.1 Game Start

This is the first page which is viewed once the user clicks on a game. The most prominent thing on the screen is a slideshow of featured images of a game. These images are sourced from the game's launcher (such as Steam or Epic Games). Next to that, a heading shows the title of the game. Below the title, there is a list of tags describing the game to the user. These tags could show anything

from genre to the number of players the game needs. Clicking on any of these tags will bring the user to a search results page, showing other games in the user's library which share that tag. Below the tags, the user will find a brief text description of the game.

2.4.2 Game Community

This section houses integration with two external platforms: Discord and Twitter. On the left of the screen, the user will be able to link a Discord channel of their choosing. This channel will then be embedded on the page, allowing them to quickly communicate with other players of the game.

On the right side of the screen, a twitter feed is embedded into the site. This feed shows all recent tweets tagged with the hashtag “#GAMETITLE,” which will allow users to follow recent news or drama relating to a game's community.

2.4.3 Game Info

Similar to the Game Community page, this page features two elements. The first element is a list of news and updates from the developer about the game. The second feature is game achievements, with progress towards each achievement, most recent achievements, and totals all being shown.

2.4.4 Game Screenshots Gallery

The final page, the Screenshots Gallery, allows users to link directories. The application will then display a slideshow of all of the images in that gallery. This would be useful to show screenshots that have been taken of the game, show documents that a player has found or designed related to a game, or any other use that a player may need images or documents for.