Rocket

Bailey Wimer & Chris Gruska

October 11, 2022

1   Introduction

Its the year 2032. Gaben 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

2.1   Home

2.1.1   Nav Bar

This is the first page seen when launching Rocket. The top has a navigation bar (present on all pages) which consists of a Home button (redirects to this page), a search bar (see Search Results Page), and a Settings button (see Settings Page).

2.1.2   Content

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 the play button, the user is redirected to the