Rocket

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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 crappy 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 Library

The Library is a sidebar that persists on every page except settings. It contains a list of games that the user owns, sorted alphabetically. Each game shows a small icon and a title to represent it. By clicking on any entry of the list, the user will be taken to the corresponding Game Start page.

2.3 Application Pages

2.3.1 Home

At the top of the page you'll find the Navbar, as described in the Navbar section. The Library is also featured on the left of the page. 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.

Golden Rules for Home Page

1. Consistency

   - The Home page prominently features the Navbar (described above), which can also be seen consistently on every other page.
   - The Library featured on the left of the page is also consistent with every other page in the application.
   - The game icons, titles and play buttons shown all match with what is visible in the rest of the application.
   - The font and color scheme is the same as the rest of the pages.

2. Shortcuts

   - When the user starts to type, the text is automatically entered into the search bar.
   - `ctrl + space` will automatically launch the last game that was played.

3. Informative Feedback

   - When a play button is pressed, it will change to a stop button. The stop button will allow the user to kill the task of the game automatically.
   - When the user hovers over buttons, icons, or games, the item is highlighted.
   - As the user types in the search bar, the results shown in the dropdown change.

4. Dialog to Yield Closure

- When a game is launched, the game's corresponding launcher takes over to provide the dialog of closure. (i.e. Steam will show the user that a game is launching.) Showing this multiple times would be redundant and frustrating for a user.

5. Internal Locus of Control

- The user can right click a game to mark it as "hidden"
- The user can right click empty space to enable the display of "hidden" games.

6. Reduce Short-Term Memory Load

- The core content on this page centers around showing the user their recently played games, allowing them to quickly load back into a game that they have been enjoying.

2.3.2 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. This page also does not feature the Library component. 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.

Golden Rules for Settings Page

1. Consistency

- The font and color scheme remains consistent with the rest of the application.
- The close button is located at the same position as the button used to open the settings page.

2. Informative Feedback

- When a user hovers over a setting or button, the corresponding setting or button is highlighted.

3. Simple Error Handling

- If some combination of settings will cause errors, the user will not be allowed to save settings and they will be informed of the conflict.

4. Easy Reversal of Actions

- The user is presented with a "Revert" button, which will restore settings to the last saved configuration.
- There is also a "Default" button, which restores settings to the default that the application is shipped with.

5. Internal Locus of Control

- The user can log into and out of associated accounts at their discretion.
- The user can choose whether the application is launched on startup.
- The user can choose whether logins should be saved for their associated accounts.

2.3.3 Search Results

This page once again starts with a navbar at the top. On the left, the user can find access to the Library component. The user will also find a grid of game results with icons, titles, and play buttons. 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.

Golden Rules for Search Results Page

1. Consistency

- This page has the Navbar at the top, which can also be seen consistently on every other page.
- This page also features the Library in the same location as other pages.
- The game icons, titles and play buttons shown all match with what is visible in the rest of the application.
- The font and color scheme is the same as the rest of the pages.

2. Shortcuts

- When the user starts to type, the text is automatically entered into the search bar.
- `ctrl + space` will automatically launch the last game that was played.

3. Informative Feedback

- When a play button is pressed, it will change to a stop button. The stop button will allow the user to kill the task of the game automatically.
- When the user hovers over buttons, icons, or games, the item is highlighted.

- As the user types in the search bar, the results shown in the dropdown change.

4. Dialog to Yield Closure

    - The user is informed if no search results are found.

5. Internal Locus of Control

    - The user can right click a game to mark it as "hidden"
    - The user can right click empty space to enable the display of "hidden" games.

6. Reduce Short-Term Memory Load

    - Search results are organized primarily by their relevancy to the search, but additionally the frequency with which a user interacts with games affects the results. A user can more quickly return to a game they have played a lot, even if they haven't played it recently.

2.4 Game Tabs

The Game Tabs 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.

2.5 Game Pages

2.5.1 Game Start

This is the first page which is viewed once the user clicks on a game. The Navbar, Library, and Game Tabs components are all present. 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.

Golden Rules for Game Start Page

1. Consistency

    - The Navbar is featured on this page.

- The Library is featured on this page.
- The Game Tabs are featured on this page, consistent with the placement on every other Game Page.
- A play button is prominent in the bottom right corner of the screen, consistent with all other Game Pages.
- The font and color scheme is the same as the rest of the pages.

2. Shortcuts

- When the user starts to type, the text is automatically entered into the search bar.
- `ctrl + space` will automatically launch the game.

3. Informative Feedback

- When a play button is pressed, it will change to a stop button. The stop button will allow the user to kill the task of the game automatically.
- When the user hovers over buttons, icons, or games, the item is highlighted.
- As the user types in the search bar, the results shown in the dropdown change.

4. Dialog to Yield Closure

- When a game is launched, the game's corresponding launcher takes over to provide the dialog of closure. (i.e. Steam will show the user that a game is launching.) Showing this multiple times would be redundant and frustrating for a user.

5. Simple Error Handling

- If a game is not installed, the user will be prompted to install the game.
- if a game is not owned, the user will be redirected to the store page of the game's associated launcher.

2.5.2 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.

Golden Rules for Game Community Page

1. Consistency

   - The Navbar is featured on this page.
   - The Library is featured on this page.
   - The Game Tabs are featured on this page, consistent with the placement on every other Game Page.
   - A play button is prominent in the bottom right corner of the screen, consistent with all other Game Pages.
   - The font and color scheme is the same as the rest of the pages.

2. Shortcuts

   - When the user starts to type, as long as Discord is not in-focus, the text is automatically entered into the search bar.
   - `ctrl + space` will automatically launch the game, as long as Discord is not in-focus.

3. Informative Feedback

   - When a play button is pressed, it will change to a stop button. The stop button will allow the user to kill the task of the game automatically.
   - When the user hovers over buttons, icons, or games, the item is highlighted.
   - As the user types in the search bar, the results shown in the dropdown change.

4. Dialog to Yield Closure

   - When a game is launched, the game's corresponding launcher takes over to provide the dialog of closure. (i.e. Steam will show the user that a game is launching.) Showing this multiple times would be redundant and frustrating for a user.

5. Simple Error Handling

   - If the user's Discord account becomes disconnected, the user will be prompted to log in again.
   - If the connected Discord channel is deleted or inaccessible, the Discord section will be replaced with a notice to the user of the issue.

2.5.3 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.

Golden Rules for Game Start Page

1. Consistency

   - The Navbar is featured on this page.
   - The Library is featured on this page.
   - The Game Tabs are featured on this page, consistent with the placement on every other Game Page.
   - A play button is prominent in the bottom right corner of the screen, consistent with all other Game Pages.
   - The font and color scheme is the same as the rest of the pages.

2. Shortcuts

   - When the user starts to type, the text is automatically entered into the search bar.
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4. Dialog to Yield Closure

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5. Simple Error Handling

   - If the user is not properly connected to their launcher, their progress towards achievements will not be visible.

2.5.4 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 along with the time that they were taken. 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.

Golden Rules for Game Start Page

1. Consistency

   - The Navbar is featured on this page.
   - The Library is featured on this page.
   - The Game Tabs are featured on this page, consistent with the placement on every other Game Page.
   - A play button is prominent in the bottom right corner of the screen, consistent with all other Game Pages.
   - The font and color scheme is the same as the rest of the pages.

2. Shortcuts

   - When the user starts to type, the text is automatically entered into the search bar.
   - `ctrl + space` will automatically launch the game.
   - The user can press the arrow keys (`left` and `right`) to move through their screenshots.

3. Informative Feedback

   - When a play button is pressed, it will change to a stop button. The stop button will allow the user to kill the task of the game automatically.
   - When the user hovers over buttons, icons, or games, the item is highlighted.
   - As the user types in the search bar, the results shown in the dropdown change.

4. Dialog to Yield Closure

   - When a game is launched, the game's corresponding launcher takes over to provide the dialog of closure. (i.e. Steam will show the user that a game is launching.) Showing this multiple times would be redundant and frustrating for a user.

5. Simple Error Handling

   - If no screenshots exist, the image is replaced with text which states this fact.
   - If the user has not linked a screenshots folder, and one has not been found by default, the image is replaced with text that states this.