Vanier College

Faculty of Science and Technology

Web Services

420-511-VA

Project Proposal

Gaming API

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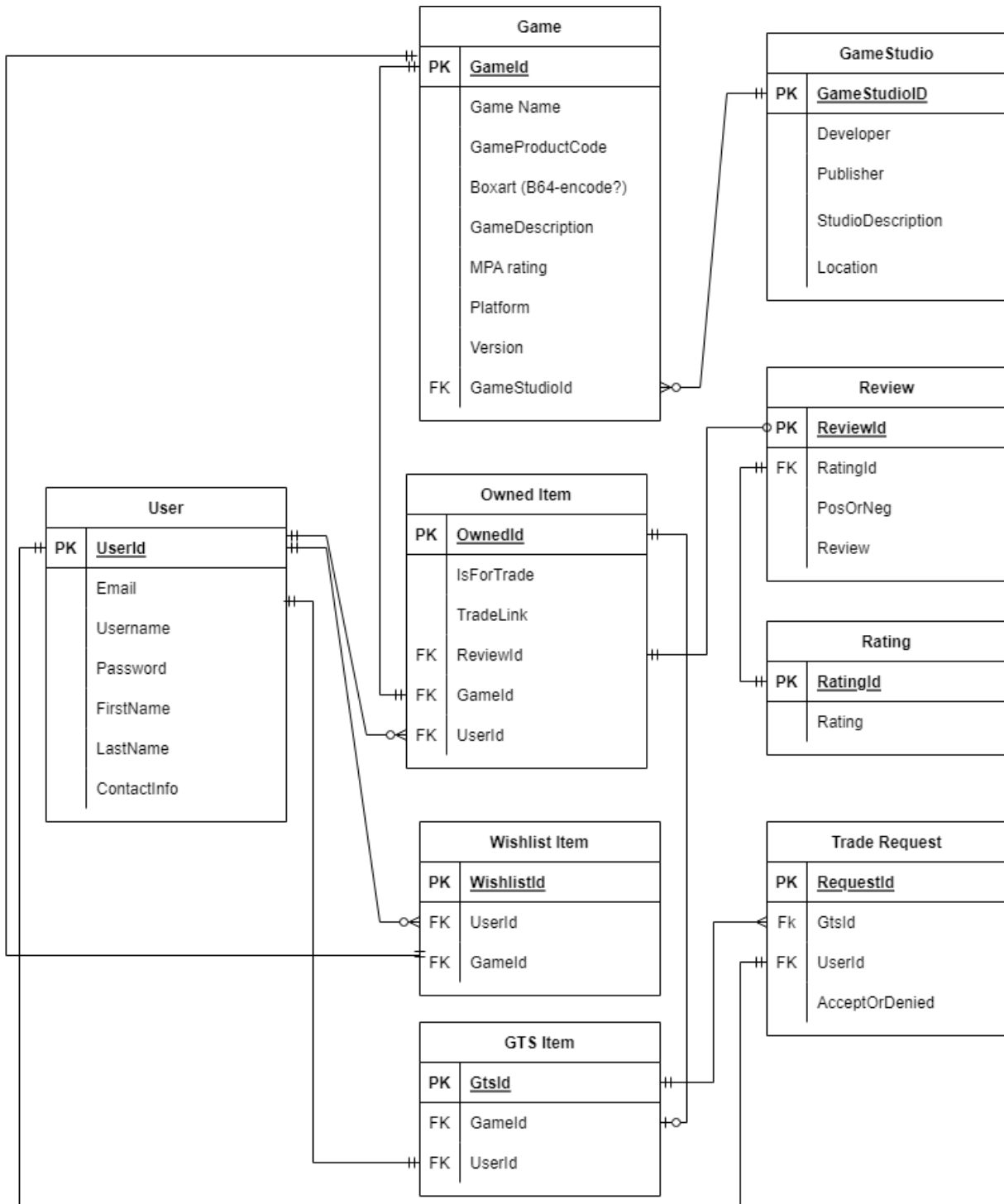
Description of the Project

The project that this team will be working on consists of a website where people may show off their game collection. This website will, in addition, allow its users to review and trade their games.

The way it will work goes as follows: when each user makes their account, they may add video games to their "owned" list, which are games they already own, or they may add or delete games to their "wishlist", which is games they wish to own but do not have yet. They also may add or delete games, from their owned list, to their Global Trade System (GTS) list, which is a list where a user may let others know they no longer wish to own the game and would like to trade it away for something in their wishlist. All games will have their own information such as who the developers are and a short description.

Considering trading video games is impossible on external websites, the users will put in a trading request when they see a trade opportunity, and the one who receives the request will have the option to either accept or decline the trade offer. If the request is accepted, certain contact information will be exchanged and the two users may contact each other on their platform of choice to then be able to begin a trade on their gaming platform, such as Steam for example.

Users may also add, delete or modify reviews and ratings to games they have in their owned list as to let others know which games are worth playing and which are not. These users might also delete or modify games they own or have up for trading as people may change their mind as time passes.

Entity Relation Diagram

Game
PK	GameId
	Game Name
	GameProductCode
	Boxart (B64-encode?)
	GameDescription
	MPA rating
	Platform
	Version
FK	GameStudioId

GameStudio
PK	GameStudioID
	Developer
	Publisher
	StudioDescription
	Location

User
PK	UserId
	Email
	Username
	Password
	FirstName
	LastName
	ContactInfo

Owned Item
PK	OwnedId
	IsForTrade
	TradeLink
FK	ReviewId
FK	GameId
FK	UserId

Review
PK	ReviewId
FK	RatingId
	PosOrNeg
	Review

Rating
PK	RatingId
	Rating

Wishlist Item
PK	WishlistId
FK	UserId
FK	GameId

Trade Request
PK	RequestId
Fk	GtsId
FK	UserId
	AcceptOrDenied

GTS Item
PK	GtsId
FK	GameId
FK	UserId

English Transcript of ERD

The core entity of our web service is a Game. A Game consists of a Game Name, Product Code, base64-encoded Boxart, Description. Age Rating, Platform, Version, and a reference to a Game Studio. Game Studios can provide their Developer, Publisher, Location, and Description of their organization.

Users make up the interaction of the web service. When registering to our service, they provide a Username, Email, Password, First and Last Names, and miscellaneous Contact Info.

Users can showcase the games they own on their page by creating Owned Item entities. These consist of a reference to the User that owns them, the Game they own, as well as interactivity features such as a Game Review, Trade Link, and marking the item For Trade.

Users can Review games by giving a Positive or Negative review, and a Review Reasoning. Numerical Ratings can also be given.

Users can mark Games they wish to obtain via Wishlist Items. These content the User that wants the Game it also refers to.

Finally, Users can make Trade Requests to each other using the Global Trade System. An item on the Global Trade System contains the User that put a Game up for trade, and other Users can create Trade Requests for this GTS Item, which the owner can Accept or Deny.