

Project name: GamerSight

Project Description:

The project is about providing tools to choose a video game a user would desire. Two main features of it are searching games by categories and providing helpful materials about the games. The categories to choose from are genre, year of release, critic review scores etc. There will be an option of combining and excluding them. When the player decides to view a certain game from the list, he will be given diverse information about the game. It will include official game trailers, critic comments, gameplays and recommended hardware. In addition, the GamerSight will show the price discounts if those are currently active.

As a person who likes to play video games myself, I always like to research before choosing to buy and install a game. In order to pick one I would enjoy and can afford, it is very helpful to look through videos about it on YouTube and read reviews at various gaming websites such as Steam, IGN, GameSpot. With the GamerSight I will be able to search for my game of choice easier. Plus, all the information about it, which is usually scattered throughout the internet, will be in one place.

Project Planning:

First, I will implement searching games by categories. This will be executed by taking the list of games from sites like Steam, GOG, and Wikipedia using BeautifulSoup. Their genres, year of release and other profile information will be taken from those sites too. Each game's information will be handled using classes.

Then there is a problem of getting critic review scores, ratings, and awards. This will also be solved by using BeautifulSoup. The sites that will be used this time are IGN, Metacritic, PCGamer. The collected information will serve as a means of searching games by categories.

Secondly, I will design a game view page layout and will fill it with game's basic information, critic comments, awards, ratings, available discounts/special offers, official game trailers and optionally selected gameplays. YouTube API will be used to fetch trailers and gameplays. Steam's and GOG's APIs will be utilized to get game news, from which discounts and offers will be extracted.

The user interaction will be achieved through Python's graphical interface. Search by categories, looking for a game will be handled in that way too. There will be fields indicating categories, which would be a specific color depending on whether they are excluded/ included/ not selected. Searching for a specific game will be possible by entering the name of the game in a special blank space.

These errors will most certainly need handling: Connection Lost, Incorrect User Input, and Unavailability of data on a web-page.

Timeline:

GamerSight

Read-only view, generated on 19 Dec 2019

