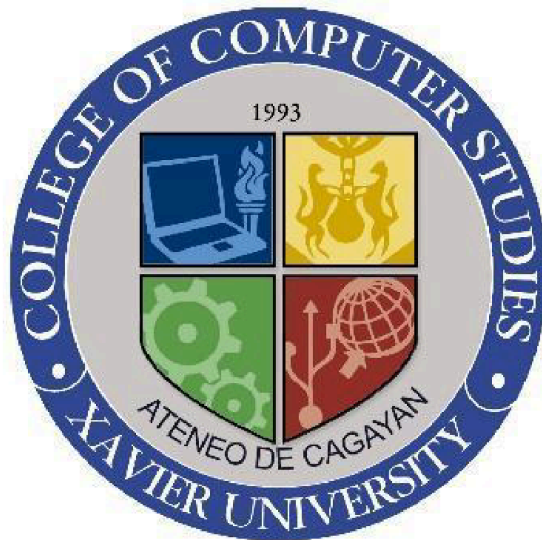


XAVIER UNIVERSITY – ATENEO DE CAGAYAN

**COLLEGE OF COMPUTER STUDIES
DEPARTMENT OF INFORMATION TECHNOLOGY**



Video Game Bulletin (VGB)

A Project Proposal Presented to:
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Executive Summary

The Video Game Bulletin (VGB) is a proposed web-based platform that provides timely announcements about upcoming and newly released games and consoles. Its goal is to offer users a simple, organized, and interactive way to stay updated on releases. By adopting a full-stack JavaScript approach, this project simplifies development, ensuring a streamlined and efficient process. Expected outcomes include a fully functional release calendar, the ability to filter by genre, and features for compatibility checking.

Background

In the current digital landscape, game enthusiasts often encounter overwhelming and scattered information about new releases across various platforms. This makes it difficult to track the games they care about. VGB addresses this issue by creating a centralized and streamlined hub that focuses exclusively on relevant, upcoming releases, making it easier for users to access accurate and organized information.

Project Description

1. Objectives

The project aims to create a user-friendly web application that delivers concise game release information, allows users to filter games by genre, and provides previews of early reviews and system requirements.

2. Scope

The system will feature a release window calendar, search and filtering tools, and a display for game details, including platforms and specifications. The database will be updated in real time to ensure accuracy. Additionally, the platform will support user interactions, such as account creation, favoriting games, and commenting on upcoming releases.

3. Methodology

The development approach will utilize core web technologies including HTML for structuring content and CSS for styling, along with a full-stack JavaScript framework such as Next.js or Gatsby, built on React. This will unify the front-end and back-end development under a single language. The Firebase database will be used for data storage, simplifying API connections and ensuring real-time data flow.

Resources

1. Software

- Coding Softwares (VSCode, etc.)
- Database (Firebase Database)
- Framework (Next.js / Gatsby)

2. Hardware

- Laptop

Timeline

● September 2025 (Planning & Design)

- **Week 1-2:** Project planning, requirement analysis, and finalizing the project scope.
- **Week 3-4:** Initial UI/UX design, creating wireframes and mockups for key pages (e.g., home, calendar, game details).

● October 2025 (Core Development)

- **Week 1-2:** Front-end setup with Next.js/Gatsby and React. Begin building core UI components.
- **Week 3-4:** Back-end development and Firebase database setup. Define data models for games, users, and comments.

- **November 2025 (Feature Implementation & Integration)**

- **Week 1-2:** Implement core features: release calendar, search functionality, and real-time database updates.
- **Week 3-4:** Integrate all components, including user authentication, favoriting games, and the commenting system.

- **December 2025 (Testing & Deployment)**

- **Week 1-2:** Thoroughly test the entire application, identify and fix bugs. Refine UI/UX based on testing feedback.
- **Week 3-4:** Final deployment to a live server, prepare documentation, and finalize the project presentation.

Conclusion

By the end of the semester, The Video Game Bulletin is expected to be a practical and efficient solution for game enthusiasts alike. By adopting a simplified technology stack, the project will not only deliver a high-quality product but also demonstrate the team's ability to apply modern, streamlined web development practices to create a meaningful, real-world application.