Project Proposal (iteration 0) – Group 17

Board Game App

Project Abstract

Our app will be used as a tool that gamers can use to connect with each other, share their personal collections, recommend fun games to each other, and help organize the process that board game enthusiasts go through when deciding on a board game to play. The goal of this app is to expand the horizon of gamers who are looking for new, interesting and exciting games they haven’t heard of. This software will keep track of board game statistics and libraries, allow for accurate game recommendations, be a platform on which board games and topics related to board games may be discussed.

Customer

A person might want to play a board game but might be unsure of which one to choose within his/her collection. A person might want to find a new board game to play but doesn’t know what the popular games currently on the market are. The task of keeping track of an active record of a library of board games becomes very mundane and repetitive when doing it on pen and paper. There are many aspects of choosing, playing, and sharing games that people overlook while they go about their gaming lives. Our app will make the system of playing board games a lot simpler and efficient but automating game libraries and storing data about gamers and gamer preferences. The users of this app will most probably by more intense gamers rather than casual gamers however gamers of all levels will be welcome as the concept of the app is relatively simple. Avid gamers will find our app more useful because of their generally large collections of games and the frequency of their gaming.

Competitive Analysis

There are some applications on the web with similar functionality as our app however they have problems with their recommendation strategies. They consider only either games that are similar to a particular game viewed, make broad generalizations in game genres, disregard the user’s personal collection in the recommendations, or don’t allow choosing games via specific attributes. Our app will have a better, all-encompassing system for recommending board games that will solve all these problems that the other applications have. Applications such as Board Game Geek and Board Games for Me are examples of competitors in this niche.

User Stories

As an administrator for the website, you would be able to monitor and moderate forums talking about games, ban/un-ban accounts, and make posts on the homepage and main feeds. The admin may participate in all functionality the app offers the same way the regular user does however the admin will have control over users and the app.

As a regular user, you would first have to make an account on our server. Every user will have a profile that may be visited by other users. The profile will have a little bit of personal information about who created the account, user recent activity(comments, posts, shares, likes), as well as their own personal game collection. Regular users can post and share games that they find interesting on forums, and other users would be able to comment and like these posts. A user can upload their games into their online board game library, and keep track the statistics of each game such as average playing time, number of times played and whether or not it’s been lent out to their friends. Each game will also have a set of attributes assigned to it to make game queries easier and more effective for choosing the right games to play. E.G. “I want to play a two player abstract strategy game that takes about 30 minutes to play tonight.” The app would then reply with a game from your own collection that may fit the bill, or recommend a game from its database if no game is found in your own collection.

Github repo:

https://github.com/JLiman16/boardgame\_g17