Tarkov progression tracker

The problem

Tarkov is a very complex game with close to 200 different mission and a hideout with close to 30 stations each having up to 3 levels requiring different items that become harder and harder to find the further u go. For a new player its super hard to know what to do in this game and where to do it.

Tarkov explained simple

extraction shooter and looter

extraction: the games raids (matches) are based on a risk and reward system in the following sense, the more gear u take in the better u should be able to perform and get out with more objectives achieved, but u also run the risk of losing this gear if u die.

Shooter: it's a shooter-based game every player and ai bot that u will face has a gun and will try to kill you if it's not a teammate.

Looter: the primary goal of the game is to get more "stuff" this can be gear, values, tools, quest items and a lot more.

My first idea of the program

must have

Keeping track of all quest completed by user

Keep track of all hideout upgrades

Gives a list of all items u still need for quest

Gives a shorter list of items u will need for current quest

should have

Recommends what map to go to for quest

Recommends what map to go to for items u need for current quest

Shows what is blocking right now

Select a goal and recommends what quest/items to collect

could have

for people how already have prosses an easy selection screen to put in your current quest/level and update all quest progression

Feedback from the target audience

I send some people who I know also play the game "escape from Tarkov" the following message.

Hey im making a tarkov tracker app for college i need to ask the targeted audience for feedback/more things to add this webapp will:

- Make an easy overview of all your task and hideout progess
- Show a dynamic list of all the items you need for current quest and hideout and upcoming quest and hideout

- Give recommendations to what map to go to be as efficient as possible with your quest and item collection

- If item isn't needed anymore for quest/hideout tell the player where to sell (flee/traders)

Later features that will be added

- Quest and item collection syncing with teammates

- Current progress input via ai image recognition

Below here is some of the responses I got back from them it gone be sorted in two categories, the first categories will be the category that are important and I am certain I can impellent in my webapp, the second category will have things that the user wants but might not be possible with an web application only (in game overlays, active screen monitoring).

The feedback I know I can implement:

- Easy access ammo chart depending on weapon platform
- List of quest/hideout items u need
- Gunsmith builds and list of parts needed
- Recommended cultist circle items??

The feedback I might not be able to implement but are good addictions

- Highlight ammo depending on how "good" it is
- Show the value of miscellaneous items (mainly weapon parts)
- Give active feedback while your in a match on items you will need in an overlay form

After the feedback I formed the following requirements

Functional requirements

- have a task tracker that keep up with the progress of the user
- have a item tracker with items that the player needs and will need for quest and hideout upgrades
- give the user recommendations for quest and items to focus on if the player clicks the button for it

- show what items the user won't need anymore and where to sell it
- users must be able to make an account
- give the user info on what ammo is "good" to use
- give the user info for gunsmith tasks
- give the user gun builds they can make for different price ranges
- admin can easily add new information/custom quest paths

non-fonctional requirements

- some security for login data and user info
- user friendly interface clear buttons to navigate between screens
- decent fast load in (1000ms??) for the default pages for the more heavy systems Maby longer?? (ai recognition)