Personal Twitch game resources engine

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Personal Twitch game resources engine

Twitch provides *streams*, *videos*, *and clips* of games.

Twitch allows to follow gamers/creators but cannot save favorites.

Provide a list of the top 20 games by name

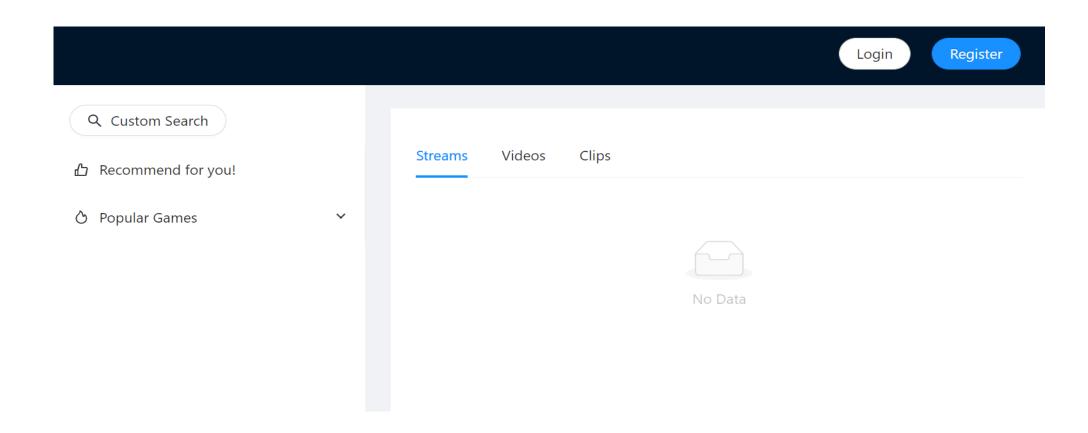
Provide a search engine for games by name

Resources (streams, videos, clips) of specific games can be displayed with preview and URL

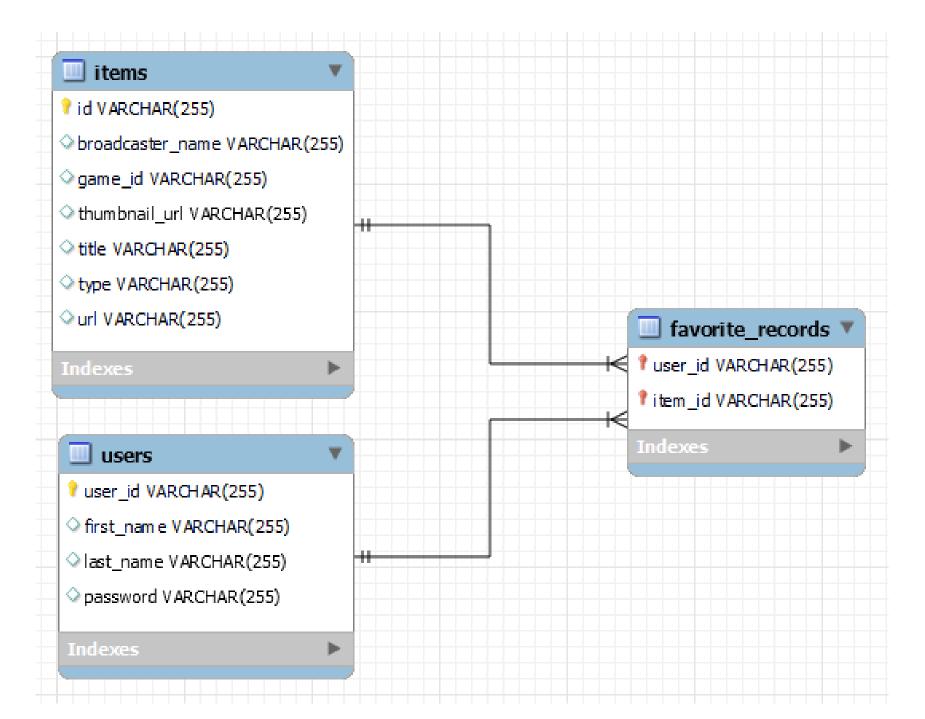
Custom favorite items can be saved if registered and logged in

Recommendations can be provided based on customer favorites

React single-page-app



Database



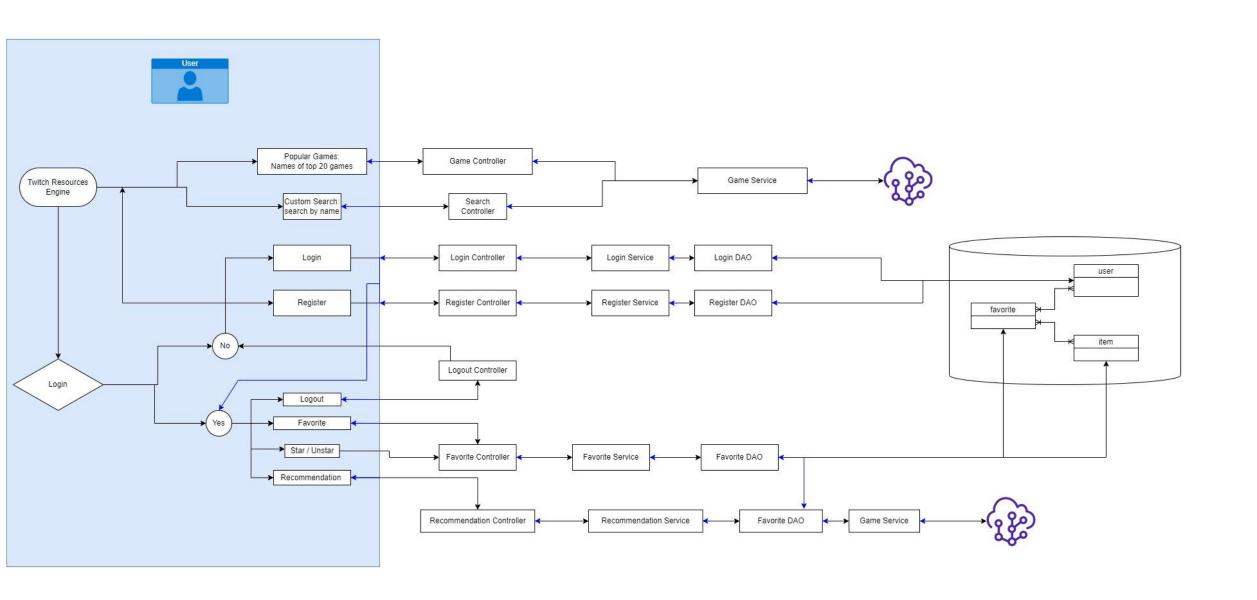
Database

```
@Table(name = "users")
@JsonIgnoreProperties(ignoreUnknown = true)
@JsonInclude(JsonInclude.Include.NON_NULL)
public class User {
   @Column(name = "user_id")
   @JsonProperty("user_id")
   private String userId;
   @JsonProperty("password")
   private String password;
   @Column(name = "first_name")
   @JsonProperty("first_name")
   private String firstName;
   @Column(name = "last_name")
   @JsonProperty("last_name")
   private String lastName;
   @ManyToMany(cascade = CascadeType.ALL, fetch = FetchType.EAGER)
   @JoinTable(name = "favorite_records",
           joinColumns = { @JoinColumn(name = "user_id")},
           inverseJoinColumns = {@JoinColumn(name = "item_id")})

    Set<Item> itemSet = new HashSet<>();
```

```
@Entity
@Table(name = "items")
@JsonIgnoreProperties(ignoreUnknown = true)
@JsonInclude(JsonInclude.Include.NON_NULL)
public class Item implements Serializable {
    @Id
    @JsonProperty("id")
    private String id;
    @JsonProperty("title")
    private String title;
    @JsonProperty("url")
   private String url;
    @Column(name = "thumbnail_url")
    @JsonProperty("thumbnail_url")
    private String thumbnailUrl;
    @Column(name = "broadcaster_name")
    @JsonProperty("broadcaster_name")
    @JsonAlias({ "user_name" })
   private String broadcasterName;
    @Column(name = "game_id")
   @JsonProperty("game_id")
    private String gameId;
    @Enumerated(value = EnumType.STRING)
    @JsonProperty("item_type")
    private ItemType type;
   @JsonIgnore
   @ManyToMany(mappedBy = "itemSet")
    private Set<User> users = new HashSet<>();
```

```
@Repository
public class FavoriteDao {
    @Autowired
   private SessionFactory sessionFactory;
   // Insert a favorite record to the database
   public void setFavoriteItem(String userId, Item item) {
       Session session = null;
       try {
            session = sessionFactory.openSession();
           User user = session.get(User.class, userId);
           user.getItemSet().add(item);
            session.beginTransaction();
            session.save(user);
            session.getTransaction().commit();
       } catch (Exception ex) {
            ex.printStackTrace();
            session.getTransaction().rollback();
       } finally {
            if (session != null) session.close();
```

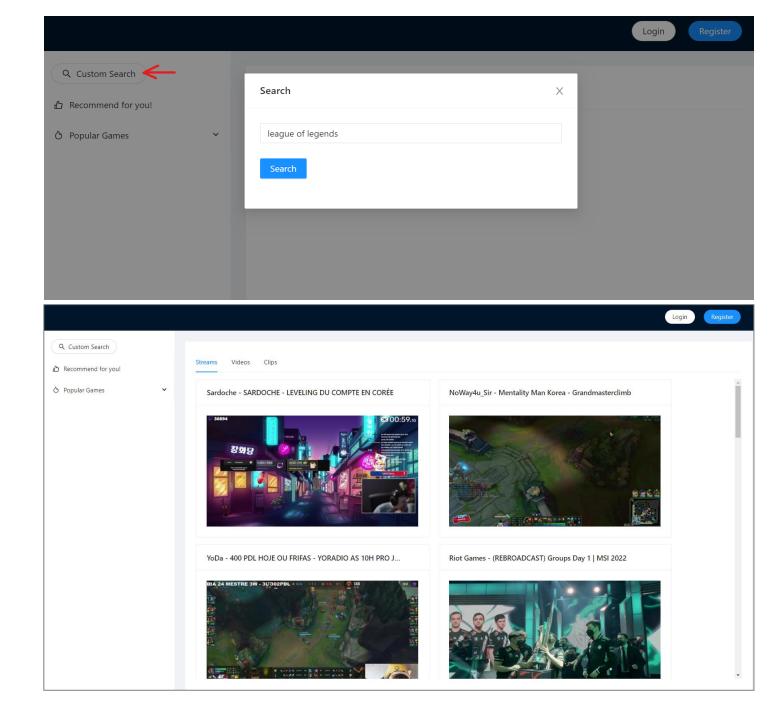


Custom Search

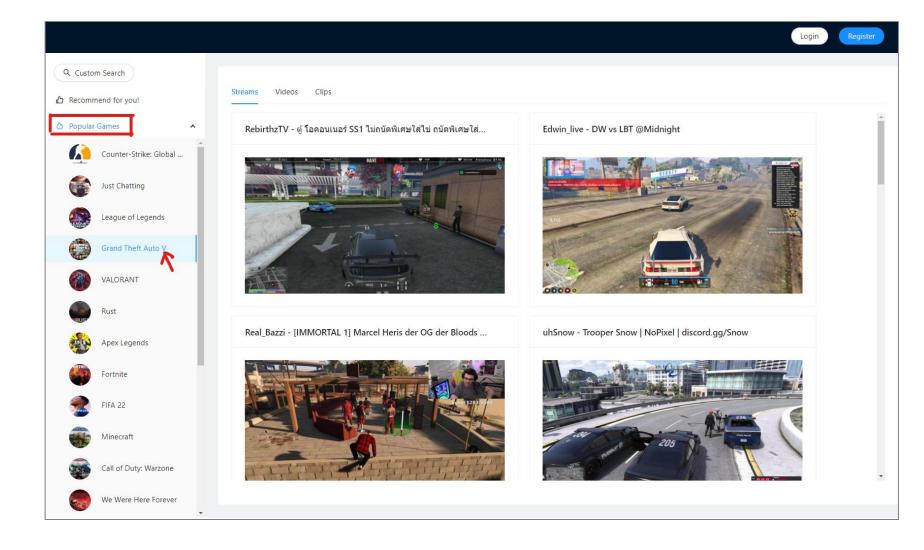
• Search by name
Game Controller

Game Service

Twitch Resources search



Popular Games

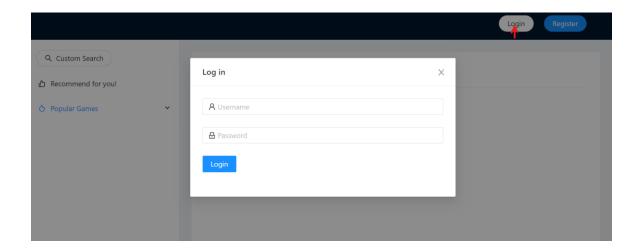


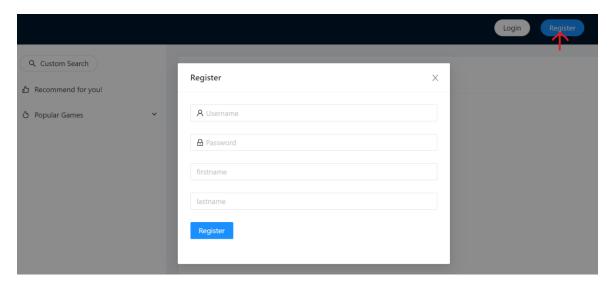
Game
Controller
&
Service

```
Controller
public class GameController {
   @Autowired
   private GameService gameService;
   public GameController (GameService gameService) { this.gameService = gameService; }
   @RequestMapping(value = @>"/game", method = RequestMethod.GET)
   public void getGame(@RequestParam(value = "game_name", required = false) String gameName,
                       HttpServletResponse response) throws IOException, ServletException {
       response.setContentType("application/json; charset=UTF-8");
       try {
           // otherwise return the top x games.
           if (gameName != null) {
               response.getWriter().print(new ObjectMapper().writeValueAsString(gameService.searchGame(gameName)));
           } else {
               response.getWriter().print(new ObjectMapper().writeValueAsString(gameService.topGames( limit: 0)));
       } catch (TwitchException e) {
           throw new ServletException(e);
```

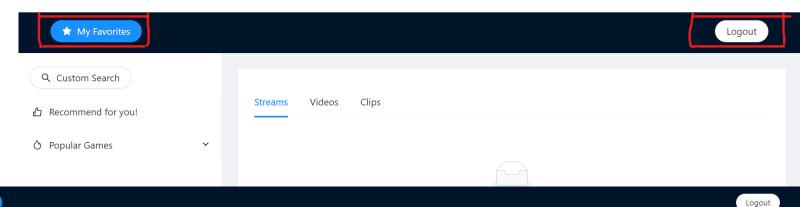
• Popular Games ← → Game Controller ← → Game Service ← → Twitch Resources search

Login Register

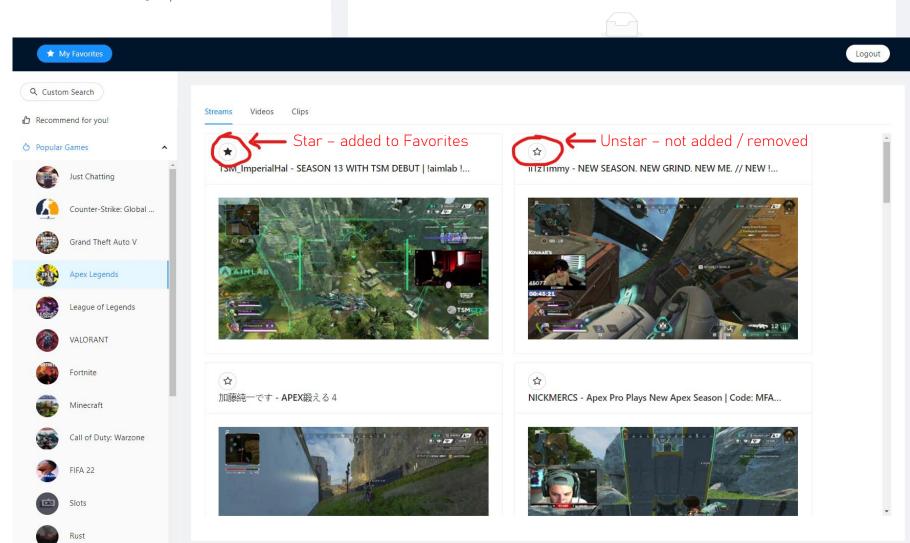




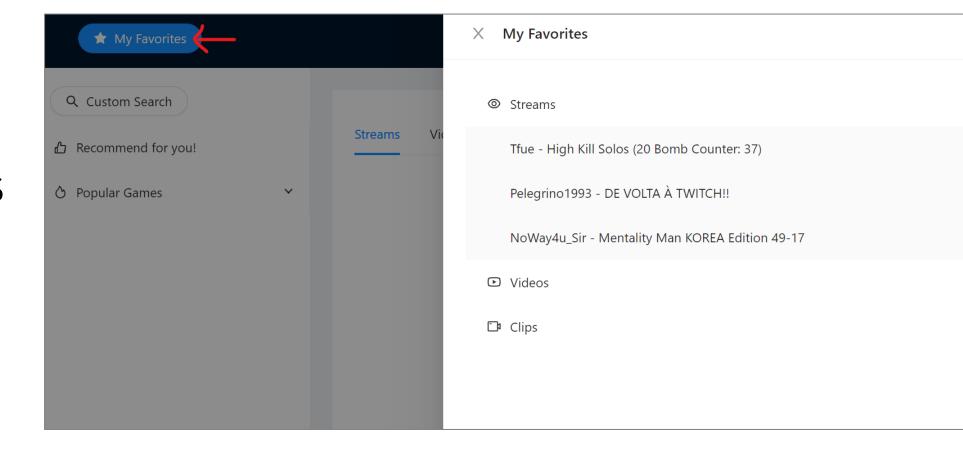




Logged in



Favorites

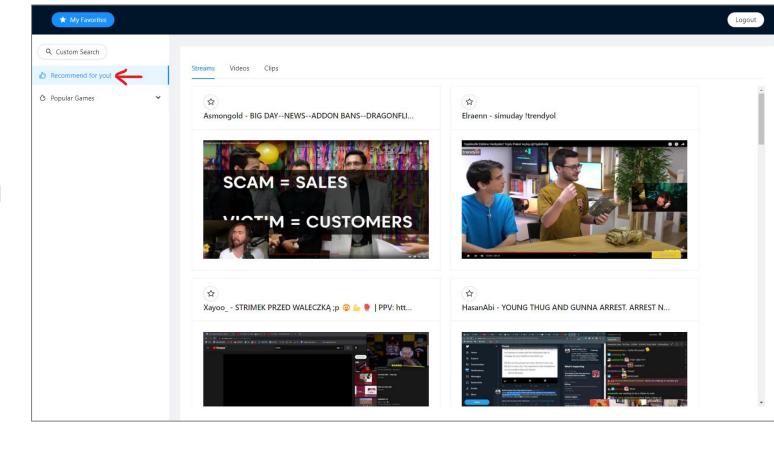


user

- Star / Unstar
- Favorites

← Favorite Controller ← Favorite Service ← Favorite DAO ← item

Recommendation



• Recommended for you! ←→ Recommendation Controller ←



Recommendation

```
@Controller
public class RecommendationController {
    @Autowired
    private RecommendationService recommendationService;
    @RequestMapping(value = @>\"/recommendation", method = RequestMethod.GET)
    @ResponseBody
    public Map<String, List<Item>> recommendation(HttpServletRequest request) thr
        HttpSession session = request.getSession( b: false);
       Map<String, List<Item>> itemMap;
           if (session == null) {
                itemMap = recommendationService.recommendItemsByDefault();
                String userId = (String) request.getSession().getAttribute( s "Use
                itemMap = recommendationService.recommendItemsByUser(userId);
        } catch (RecommendationException e) {
            throw new ServletException(e);
        return itemMap;
```

```
@Service
public class RecommendationService {
   private static final int DEFAULT_TOTAL_RECOMMENDATION_LIMIT = 20;
   @Autowired
   private GameService gameService;
   @Autowired
   private FavoriteDao favoriteDao;
   private List<Item> recommendByTopGames(ItemType type, List<Game> topGames) throws Re
   private List<Item> recommendByFavoriteHistory(
           Set<String> favoritedItemIds, List<String> favoriteGameIds, ItemType type) t
   public Map<String, List<Item>> recommendItemsByUser(String userId) throws Recommenda
   public Map<String, List<Item>> recommendItemsByDefault() throws RecommendationExcept
```