**Project Name:** Project Arena

**Team Member Names:**

1. Gregory Szymanski
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**Executive Summary:**

In our modern era, video games are not longer an activity limited to the stereotypical geeks, or those sitting in front of their computers for hours on end living through their virtual lives. Nowadays, gaming is more ubiquitous. The gaming industry alone pulls in revenue around the $100 billion mark worldwide[[1]](#footnote-0). People view professional gamers on twitch.com, through live streams in bars of e-sport tournaments, and view gaming channels on YouTube; people blog about it, discuss on subReddits, attend annual conventions, such as BlizzCon. The avenues and mediums for gamers are growing. However, these avenues have all grown independently: those interested in watching other professionals game go to Twitch, others looking to discuss games go on their respective games’ forums, and those looking to meet people to potentially game with consistently, look on team-based forums. The different mediums are separated and fragmented. Thus, we believe that there would be a huge benefit to the gaming community if there was one consolidated source. It will connect gamers who want to watch together, who want to hold long discussions together, but most importantly, who want to play together, all in one convenience location.

Ask anybody on games such as DotA 2 or Overwatch and they’ll tell you how hard it is meet people to game with consistently. It’s almost impossible. After one game, rarely do people add each other as friends to play another round, and thus you’re playing with random individuals nearly every time (and you need consistently and repeated interactions to make friends). And as we grow older, schedules no longer sync up and we stop playing with our real-life friends. Even on through our current social media platforms, it is incredibly difficult to find people who are like-minded in regards to competitiveness, play during similar hours/days, and whom frequent roughly the same collection of games as you. There are independent Reddit subforums, individual game forums, Facebook, etc. but none truly tackle this desire from gamers to find others to play with on a consistent basis in order to socialize and become “online” friends. Thus, the goal of Project Arena is to provide a quick and simple way to connect gamers who want more than to just play the actual game: users who want to socialize and create teams, or gaming groups that play consistently together. With the click of a button, it will search and provide the IGN (in-game-name) of others who play the same game, during the same hours, and who will hopefully become more than a one-time teammate. We believe that this will fulfill the current hole right now for gamers who are looking for more than a win, and who are looking for friends to win with.

**User-Types**:

1. Administrator - maintains the website and server, provides updates and can post relevant articles
2. Moderator - ensures the lack of profanity, sexual, and/or other forms of harassment, and other breaches of the Terms of Service
3. Content creator (add-on feature) - posts relevant articles for gamers, including but not limited to gaming hardware, e-sports news, individual game updates, gaming/entertainment videos
4. Consumer - can create, search for, and view other profiles, utilize the “Find Friends” feature to find teammates

**Use Cases:**

1. “Find Friends” - a button that will pull up other users who are currently searching for teammates to queue into games with; this is the most important feature of our website in that it serves to help connect gamers who are looking to **socialize** as well as play
2. Account/Profiles - the creation of an online profile allows for users to look at and search up other profiles to find people with similar gaming interests, and whom play at similar times
3. Messaging (add-on feature) - provides a means to connect with other users via our web application, to facilitate the initial communication and to ensure that all members of the party add each other successfully onto their respective in-game friend list

1. https://www.statista.com/topics/868/video-games/ [↑](#footnote-ref-0)