# **Project Proposal**

"You Might Also Like..."

### **Summary Project Information**

<b>Project Name and Group Size</b>	You Might Also Like (4 members)
<b>Project Members</b>	Erin Tewes, Hugh Lawrence, Somer Hayter, Shailesh Jha
Quick Project Summary	Website for getting game recommendations
Looking for additional members?	No
Work-related?	No
Sponsor	Catherine Edwards

## **Short Project Description**

This project will involve the creation of a website for people to give ratings to the games they have played, and receive recommendations for new games to play depending on how their tastes line up with other users.

Game data will be obtained from e-shop servers using APIs where available and web crawlers where not. Some examples of data retrieved: game title, product code (or the identifier used by that platform), icon, screenshots as displayed in the online shop, and description as displayed in the online shop.

The website will be designed to be mobile-friendly, ensuring all features are accessible from a reduced size viewport and using a touch interface (an alternative to mouse-hovers, etc.).

#### **Architecture Outline**

The main architecture components are:

- Database (MySQL)
- Java
- Java Servlets
- Java Server Faces
- PrimeFaces
- JavaScript/Ajax

# Technology Skill Set

Technology	Group Proficiency
Java (in general)	Very high
Database/SQL	High
JavaScript/Ajax	Medium
Java Servlets/JSF/PF	Low - Medium

## Potential Issues

Issue	How mediated
New technology (Java Servlets/JSF)	Erin's colleagues have an expertise and will be able to offer help – hopefully ensuring the team is never completely stuck
Obtaining sufficient data	Erin has experience with retrieving the relevant data from the Nintendo servers – so PlayStation, Steam and Xbox will be bonuses
Demonstrating the project	A webserver is available so it will be instantly accessible to anyone who wants to test it (after deployment)
Work commitments	Some team members are working, so could be a potential issue. Need to make sure time off can be taken if it becomes necessary.
Sufficient complexity of project	The project as envisioned now makes for a useful, feature-rich service. However, if it is too straightforward, there is scope for more complexity to be added. For example, users to friend or follow each other, or be able to message each other or post to forums.
Sufficient people to test	Main dedicated stakeholder is soon moving to NZ so won't be available for a time. However, the project is interesting enough to attract testers simply by putting out a message to social media.