J. Ian Stewart
Professor Jason Zietz
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Final Project Plan

Steam and Epic Games are my personal most used computer game platforms. Epic Games offers a wide variety of games and does a weekly free game, where 1-4 games are completely free. These games could be priced at up to $60 on the epic games store, but you can maybe get them free if you wait long enough. Steam, on the other hand, has over 50,000 games in its catalog. Instead of doing a weekly free game, they do huge sales during the summer, winter, autumn, and Chinese new year. In the past, I have also used Xbox games to play a few of their exclusive titles. Because I have used all of these game platforms, I want to do a project that either focuses on my games and the stats associated with them or looks at the three catalogs as a whole and compares sales, if possible.

To accomplish this, I plan on using the steam, epic games, and Xbox APIs to get my three sources of data and use two different formats: XML and JSON, and maybe HTML if needed. I can then sort through this data to compare sales, achievements, the number of games, etc., depending on what information the APIs return. The steam API is incredibly useful and well-documented, while the epic games and Xbox games APIs are very complicated and not well-documented. If these APIs don't even have the information I want, I might use different APIs or game platforms. I have already written some code, using the steam API, that retrieves the entire list of steam games and their name, with more methods to read up on.

Finally, for my project submission, I plan on making some sort of bar or line graph that shows each game platform's top 10 games and their sales. Or my top games on each platform and the achievements I got in them. I realize that I am posing two questions, but I really don't

know which one, if either, is possible. My fallback is to just dig through the steam API and use other APIs associated with steam to look at steam's massive catalog of games.

Example bar graph: