# Discovery Document

**Name:** Reeve Jarvis

**Project #:** 8

**Project title:** App Development

## **Project name**

GGDB - Good Game Database

## **Project Description**

GGDB has been designed and developed as my final Capstone Project, showcasing the skills I have learned throughout my studies in the Web and Mobile App Development Diploma Program. I have focused my efforts on building a web-based application related to my biggest passion, gaming, in the hopes that it will provide some insight into who I am as a person while also communicating my talents as a prospective developer in this industry. I have leveraged modern web-development languages including JavaScript, HTML, and CSS/SASS to accomplish this goal, and worked to provide a functional, useful, and appealing product. The following case study documents my development process, and the successes, and troubles I faced along the way.

## **Why did you choose this project?**

I have chosen to pursue the App Development project, as I feel that this aligns with my personal skills the most. My plan is to create a web application using HTML, CSS, and JavaScript frameworks/libraries. The application will also leverage APIs to provide and display accurate data from external sources. I hope to improve upon the foundational skills I have gained in these languages and increase my understanding of API usage. Additionally, I hope to further develop my programming skills and work on producing quality, modular code. I have grown quite comfortable with HTML, CSS, and JavaScript over my studies, and will leverage what I have learned towards creating a useful and functional application that is enjoyable for the user.

As far as the theme of my project, I have decided to focus on a passion of mine, gaming. I hope to address a user need I have noticed in the gaming industry and provide a valuable product that shows my abilities. Because of my passion for gaming, I feel that I have a good understanding of what people want from this style of application and will have an invested interest in the work that I complete.

The goal is that this project will serve as a showcase of my talents as a developer and be a great addition to my portfolio for prospective employers. I feel that this will be a very well-rounded project, that would show off the various skills I have gained in web development and work to further my career. I hope to one-day involve myself in the gaming industry, whether that be web or app development for gaming websites or game publishers/studios and feel that a gaming-focused application will help to communicate my interests and contribute to making that dream possible.

## **The general idea of the project is to …**

Create a video game review database application where you can find current and reliable game reviews and details, stay up to date on release schedules, and get game suggestions based on your interests.

## **Context**

Games journalism is a widespread industry with various sources. It can be hard to find reliable reviews for games, not to mention ones that you agree with. It is also very time-consuming to search through multiple locations to find reviews for the game you are interested in. Wouldn’t it be great if there was one singular location where you could find reviews from multiple sources, stay up to date on game releases, and perhaps even find something new to play? GGDB is here to help.

**What is GGDB?**

GGDB is a gamer-focused web application created to assist today’s gamers. It is our mission to help indecisive gamers get the information they need and find their new favourite game in the process. Our focus is on providing a valuable service to the fastest-growing entertainment industry in the world. This application serves a user-focused need that has become present in the industry (i.e. finding reliable game reviews quickly and easily). Additionally, in a world where new games are released at a blistering pace, it can be hard to stay on top of game release schedules. GGDB leverages APIs to provide current information regarding game details (including release dates). Users can create a profile to stay up to date, and track games they are interested in. Based on games they have tracked in their profile, GGDB will also provide suggestions and assist players in finding their new favourite game.

**Who is GGDB For?**

Gaming is currently the fastest growing, and largest entertainment industry in the world. Particularly during the current COVID pandemic, the gaming industry has seen an exponential increase in value and holds a market value greater than both film and music combined. Younger generations use gaming as their primary form of entertainment, which means there is a huge market for this style of application. Our primary user/target audience will be gamers. The application will serve gamers from varying degrees of interest, whether that be the casual gamer who wants some assistance in finding new games or the die-hard gamer who wants to see how their most-anticipated game is reviewed before making a purchase with their hard-earned money. It may also provide a service to those working in the games industry, helping them to track trends and interest in the games they create or are currently covering as journalists.

**Alternatives to GGDB?**

While there are certainly similar products on the market, there is no shortage of interest to be shared in such a large industry. Additionally, some of these products do not fully match the intended goals of GGDB. They have either committed to just supplying reviews or tracking user interest and providing game suggestions. There are not many products that combine these functionalities into one package.

Some competitors to GGDB include:

* <https://ggapp.io/> - Game suggestions and social network between friends
* <https://rawg.io/> - Game details and reviews (Most similar)
* <https://www.mobygames.com/> - One of the Oldest Game Databases
* <https://www.igdb.com/> - Game Database (IMDB but for games)

While some of these serve as competitors, a few of them are also open-source and provide free API usage to assist others in getting game information and review sources. These can be leveraged to gather the data we need for our application. In the development of this application, we will explore our options in collaborating with like-minded products and provide attribution as needed. Our end goal will be to provide a product that stands out amongst competitors and has a distinct identity.

**Why use GGDB?**

GGDB is intended as a discovery service and informative tool for those interested in gaming or who are currently involved in the industry. Typical use cases include:

* Find quality reviews for a game you are interested in
* Keep track of recent releases (notifications)
* See the most anticipated upcoming games
* Find specific details regarding a game (including platforms, number of players, genre etc.)
* Keep track of your favourite games in one place regardless of the platform
* Get help finding a new game based on personal preference
* Compare games you like with your friends