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COMSC 210

4 November 2024

Lab 29: Project Proposal, Pseudocode, & Mockup

Project Overview:

My project creates a video game collector simulation, a program designed to predict a person's video game purchases in the span of 20 years. This software will illustrate how knowing a person's game collection can help better gauge a person's interest in certain game genres and potential trends that can be used to enhance the collectors gaming experience.

Implementation:

I plan to use a map to store data relating to a game across different genres of games. This map will categorize games by action, platformers, and open worlds. The condition of the games will be the keys for the map and the map's value will be an array of these lists.

One map entry would be for new games. The three lists would represent whether the game was action, platformer, or open world apart of the action genre that the collector has bought. Another map entry could be Used; and a third could be very good.

Simulated events:

The simulation will focus on three events that can happen: buying a new game, selling an old game, and returning a game. This can help publishers and game studios better understand what games a

person's interest has by buying a game, what games no longer hold the person's attention by selling the game, and what games are considered bad by the person by returning the game. At any given time, the collector can buy, sell, or return a game.

<https://github.com/JaredMel/Video-Game-Collector-Project>