Twitch API Project User Manual

A version of this project is currently being hosted at:
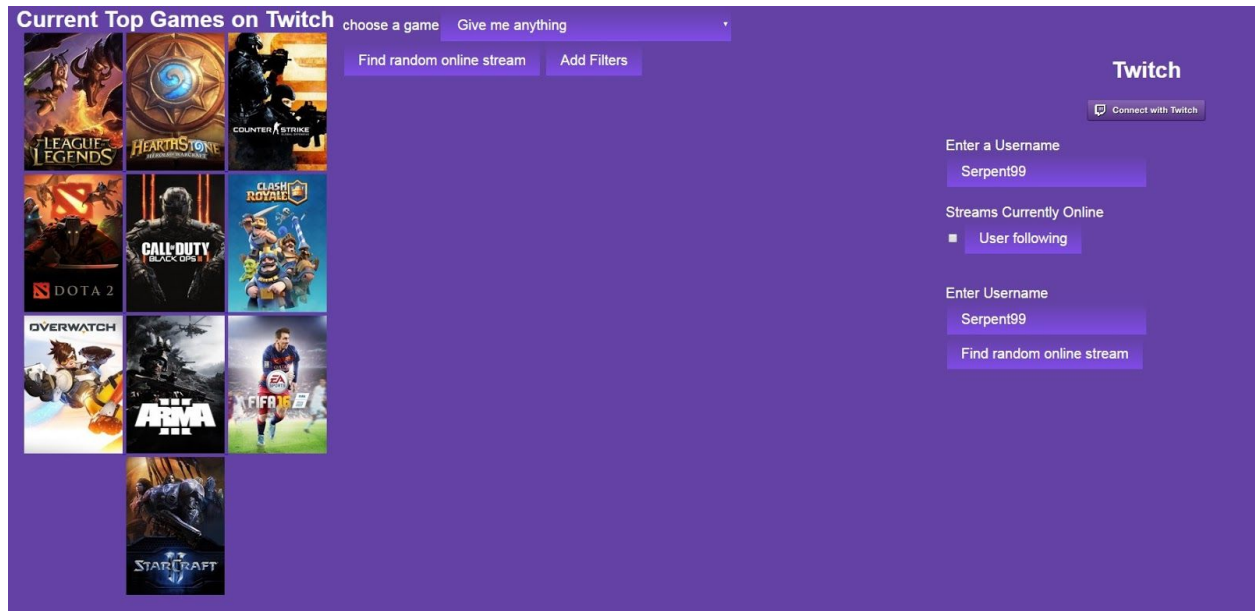http://people.eecs.ku.edu/~jrlee/EECS448/EECS448_final/index.html

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1.) Introduction

The main page will look something like this:
(figure 1)

The images on the left are the top 10 most popular games on twitch at the moment. Clicking any of them will redirect you to twitch.tv and will feature a random stream of that game.

The buttons in the middle are options for viewing a twitch stream within the current page

The buttons on the right side will allow you to login, see who's currently streaming that follows a particular user, and find a random stream of someone who's following a particular twitch user.

2.) User followers and Twitch login
(figure 2)
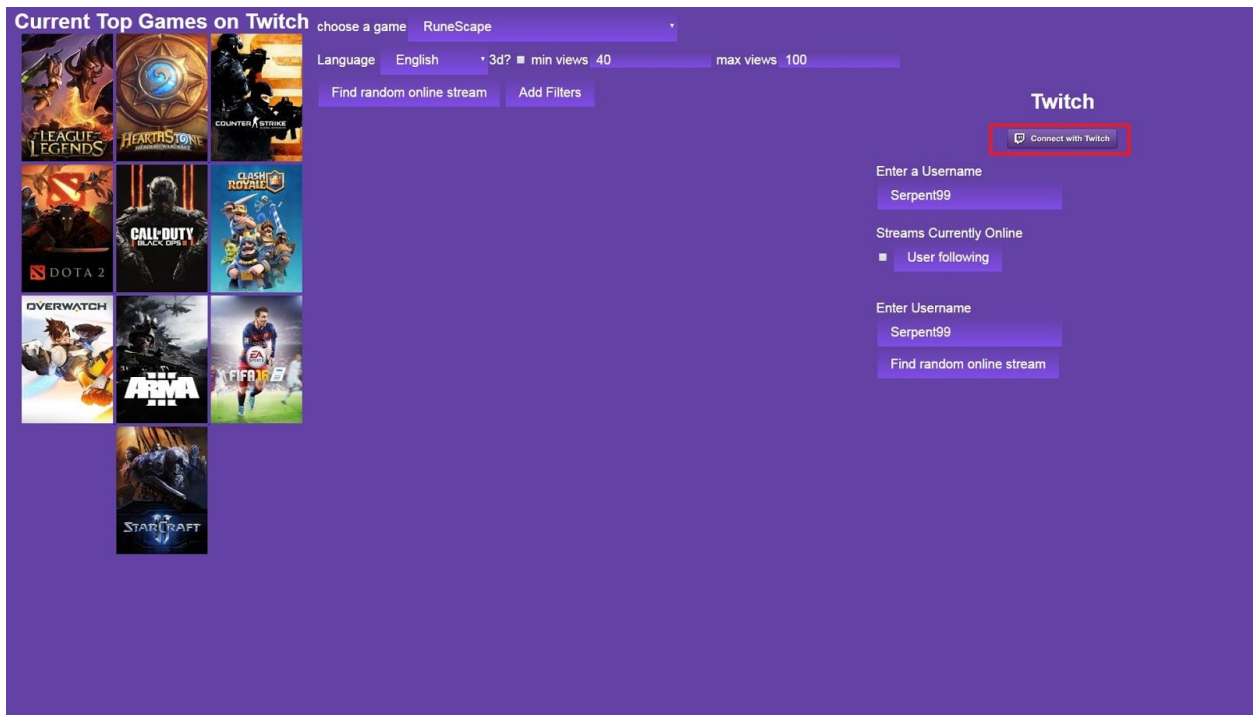
By pressing the "Connect to Twitch" button, you will be redirected to twitch.tv where you can log in to your twitch account. After you login, you will be redirected back to this page. If your browser saves your Twitch username and password, you may be able to skip the redirect process.

After logging in you should see the following:
(figure 3)
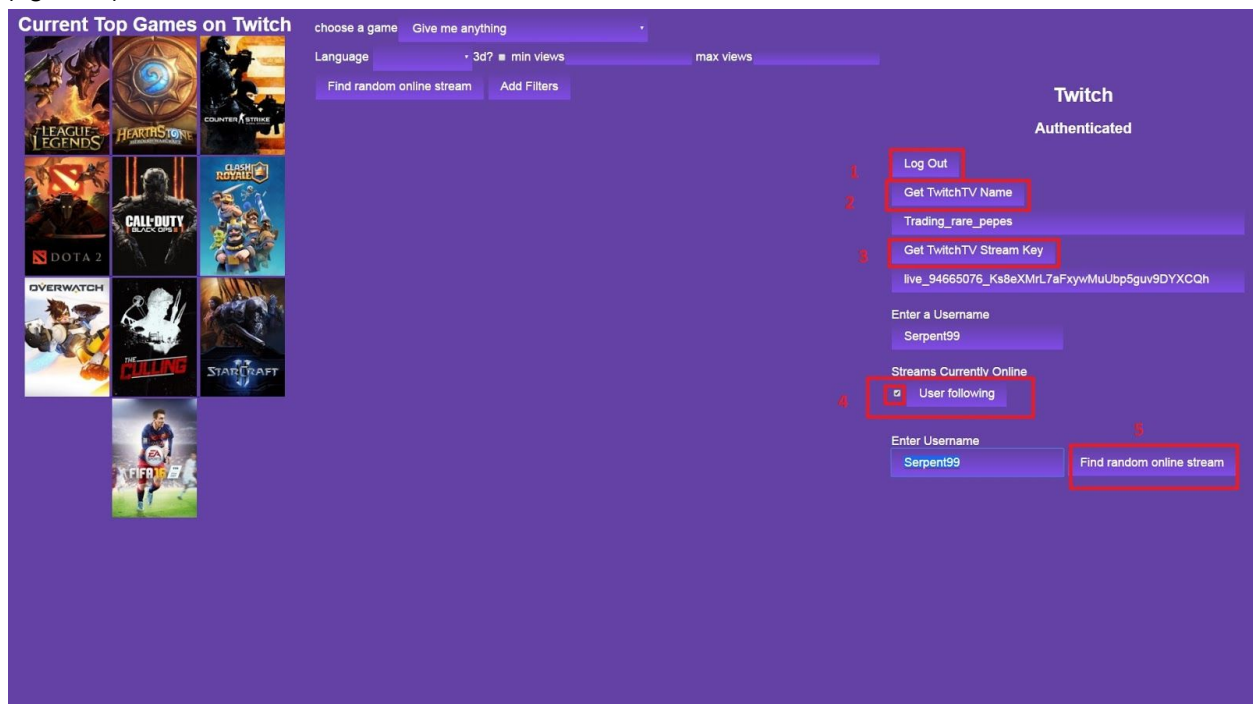
1.) The "Log Out" button will log you out from Twitch
2.) The "Get TwitchTV Name" button will display the twitch username directly below the button which is current logged in
3.) The "Get TwitchTV Stream Key" button will display the stream key of the user currently logged in. This might be useful if you want to share your key with friends to easily get more viewers
4.) The "User following" button will redirect you to a list of users who are following the user entered in the "Enter a Username" field directly above the button. If the checkbox is selected, it will only show streams that are currently online
5.) The "Find random online stream" button will embed a stream of a streamer who is currently following the user entered in the "Enter a Username" field directly next to the button. See figure 5 for an example.

3) Random stream finder

If you select the "Add Filters" button, you should see a similar display. You can now edit fields view a specific game, view a stream with a minimum or maximum amount of viewers, or view a stream where the streamer speaks a certain language. Pressing "Hide Filters" will remove these fields again. Checking the 3d? Checkbox will redirect you to a four stream, 3-dimensional display of streams with the above criteria selected. See figure 6 for more.

(figure 4)
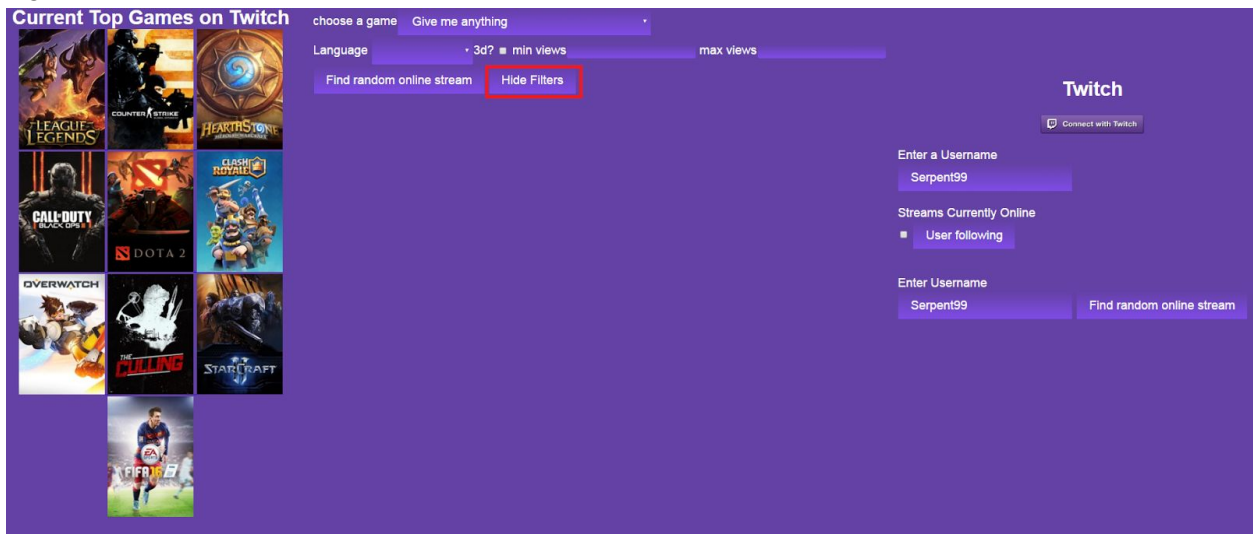
Here is an example of a Twitch stream being displayed:

(figure 5)
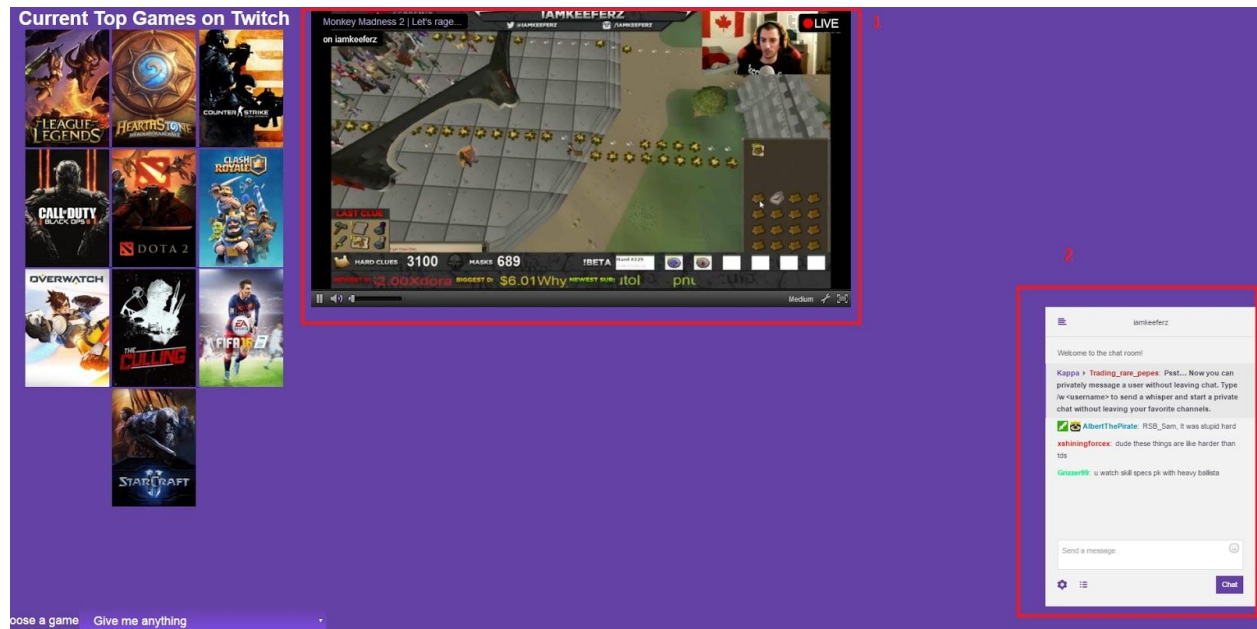
1.) This is the live stream being displayed
2.) This is the chatbox that you can use to communicate with other viewers of the stream, provided you are currently logged in

Here is an example of the 3D stream:

(figure 6)

To interact with the 3D-multi stream, you can click anywhere outside the stream, on the page, click and drag to change the view. You can zoom in or out with the mouse scroll. You can also, move the coordinates of the object by holding down both mouse buttons and dragging the mouse. In the desired direction. Last, you can interact with each of the twitch streams as you would normally to pause the stream, change volume, etc..

4.) Chrome Extension Installation

To start, first download the contents of the folder named "extension" from the following Github link: https://github.com/Jballard419/EECS448_final

Next, in order to load the extension, click the icon with three stacked horizontal bars to the right

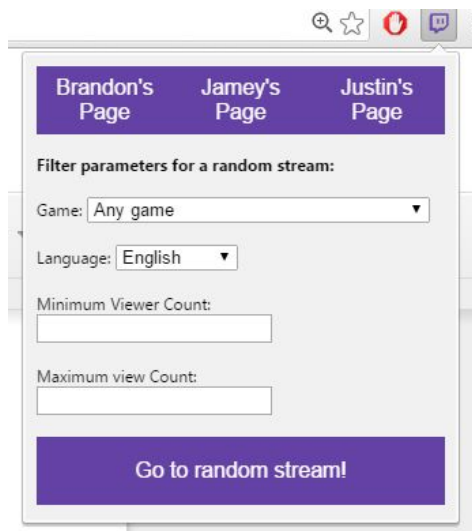of the search bar.

Click on More Tools -> Extensions.

Enable developer mode by checking the box.

Click on "Load unpacked extension", then navigate to and select the folder where the extension files were downloaded.

A button that looks like this should appear by the stacked bars.

Clicking it should pull up the following popup:

The buttons at the top can be used to navigate to the main webpage for the project. The input fields in the middle can be used to add filter requirements to the random stream search. The "Go to random stream!" button will open a tab with a stream meeting those requirements when clicked.

5.) Licensing

GNU General Public License: Version 3

The Twitch API Project uses an open source license. First, this product makes use of two open libraries, namely the Twitch-API from justintv (https://github.com/justintv/Twitch-API) which prohibits using the code for profit and the javascript 3d library from mrdoob (https://github.com/mrdoob) which has the MIT license. Second, an open source license helps with the development of the the product by allowing users to tweak the API for their specific needs.