**Final Project INFO 6250**

**Steam Game Recommendation and Purchase System**

Mibin Zhu

140920222

**Key Word: Spring MVC, Hibernate, Bootstrap, Maven, JDBC**

**Problem Background:** With the growing number of steam games, how to select a proper game for each user has gradually becomes a problem that requires a standard platform to solve this.

The **purpose** of this project is to build a web page platform, users can register an account and manage their account on the web page. Users can select their favorite games or even buy them by on this platform, as the url is directly connect to the real steam page. By this way, users can intuitively know the sales trend of the games.

**Application Key Functionalities - User:**

* Users should firstly create their own account with the username and password;
* Users should also type in some personal information like age for judging whether they could buy a game that required 18+, or email for receiving some information;
* Users could change both their username, password or even the personal information at any time;
* After loging in, users could click each picture link to see the details of each game;
* The game information is previoursly loaded by the csv file to the MySQL database;
* Users could have their own wish list that contains which game does they expected for purchasing;
* Users could add, delete and change their wish list as they want;
* Users could search the game name in the homepage textfield to directly find what steam game they want;
* Users could log out the whole system as they want to finish the process.

**Spring Components:**

Daos, JSPs(View), POJOs(module);

RegisterController, LoginController, UserInfoController;(Login Role)

AddWishController, DeleteWishController, ChangeWishController;(Wish List)

SearchController, CSVLoadController.

**Additional Features:**

Send email as the game that in the wish list can be purchase;

Add one manager role to add the steam game.