

<http://flip3.engr.oregonstate.edu:4050/game>

Project Name: Frozium

Team Members:

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Project Proposal

a) Feedback Summary

Throughout this project, we first had an ambitious idea to create a game that had so many elements inside of it. But, it turns out that it was a task that we thought would be too hard for this course, so we ended up going to a different route and create a friendly website that tells the user about what game is the most popular and maybe lead you to your favorite content creator yet. This website that we make is intended for everyone, whether they are a content creator, or just a standard user. We have encountered a lot of problems since we started this project, and my teammate and a lot of people helped our team to finally finish the project. We took feedback from our peers, went to office hours to ask the instructor and those are the things that helped us the most. We are glad to be a part of this course and to experience learning from everyone. We hope you enjoy our website.

b) Project Summary

The project proposal is a platform that serves as a one stop website that maintains up to date records on the communities of various video game titles. A person can view statistical information such as number of purchases based on years and view if a certain video game title has an active community. It will also harbor information such as player reviews and a synopsis of said video game. Each video game has its own review and rating section that is useful for a person to view. In addition the database harbors information on content creators and merchandise of video games. This project is to give numerical values to what video games are popular and how many are actively playing the game. This would help people decide what games are still worth picking up after their time and get a sense if the player base is still alive.

The aim is to remove the need to surf endlessly to find this information and instead be a central hub of sorts similar to a library. There are over 30,000 titles on steam and many more on various platforms, many of those titles are long forgotten but there are resilient communities among them still active. Important information such as

trends and number of users is important for multiplier games as they rely on an active server community, the same cannot be said for single player games however knowing that there is a community is helpful information. There are millions of players worldwide and this information is beneficial to users.

The collection method relies on a person to log in and self-report video game titles that they currently play, after a month the website resets and asks if the player still plays those titles removing them active if a user has ceased to play that game. This will keep the data relevant and in an advanced scenario the data is shared to the repository. The second method would require the handler to update the games when new titles are added but this process could be automated.

This solves the issues of having to search if a video game community is still active much less know if servers are still populated if the game is a multiplayer based game. Video game trends change rapidly and knowing if a video game is still played plays a large role in purchases. Alongside the website/database provides a service to have content creators share content relating to video games and allow for businesses to reach their targeted audience for their merchandise such as plushies, toys and collectables.

c) Database Outline

The table “games” , tracks all recorded video game titles. Storing information on genre, release date, Publishers, Developers, Modes, and Title. This is updated by database administrators such as bots inputting new entries or manual entries.

- Game: Video Game title
 - GameID - int, auto inc, not NULL, unique
 - Title - varchar, not NULL
 - PublisherID - int , not NULL
 - DeveloperID - int , not NULL
 - Modes - int, not NULL
 - Release data - date, not NULL
 - Genre - varchar, not NULL

Games share a M:M with Users because games can have multiple users while users can have multiple games

The table “Users:”, tracks the user reported data on video game titles that a user's play. Information stored here is User name, Game list

- User: Gamers
 - UserId - int - auto inc, not NULL, unique

- Username - varchar, not NULL unique
- Total games - int, not NULL
- CC C- int fk

- Content Creator ID foreign key to Content Creator table

Content Creator, tracks creators, they can choose to specify what game they create content for, tracksl, follower and if it is family friendly.

- Content Creator: Gamers/Creators
 - ID - int auto inc, not NULL , unique
 - CCname - varchar not NULL unique
 - Followers - int
 - Family friendly - varchar

Content Creator shares a M:1 with Users as there can be many content creators to one user but there can only be one user to a content creator handle.

Business tracks information on businesses that cater to gamer demographic through merchandise. Tracks , company name , what game they cater and shop content

- Business : Businesses
 - ID - int auto inc, unique, not NULL, pk
 - Cname - varchar not null
 - GameID - fk
 - ShopID - fk

Business shares a M:1 where business can have multiple shops but those shops can only be related to one shop.

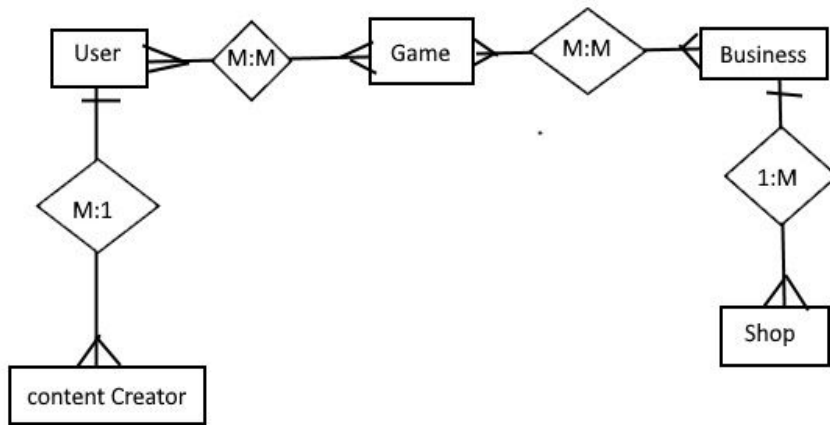
Businesses and Games share M:M as multiple businesses can be related to many games and games can be related to multiple businesses.

Shop entity tracks shop content offered through a business.

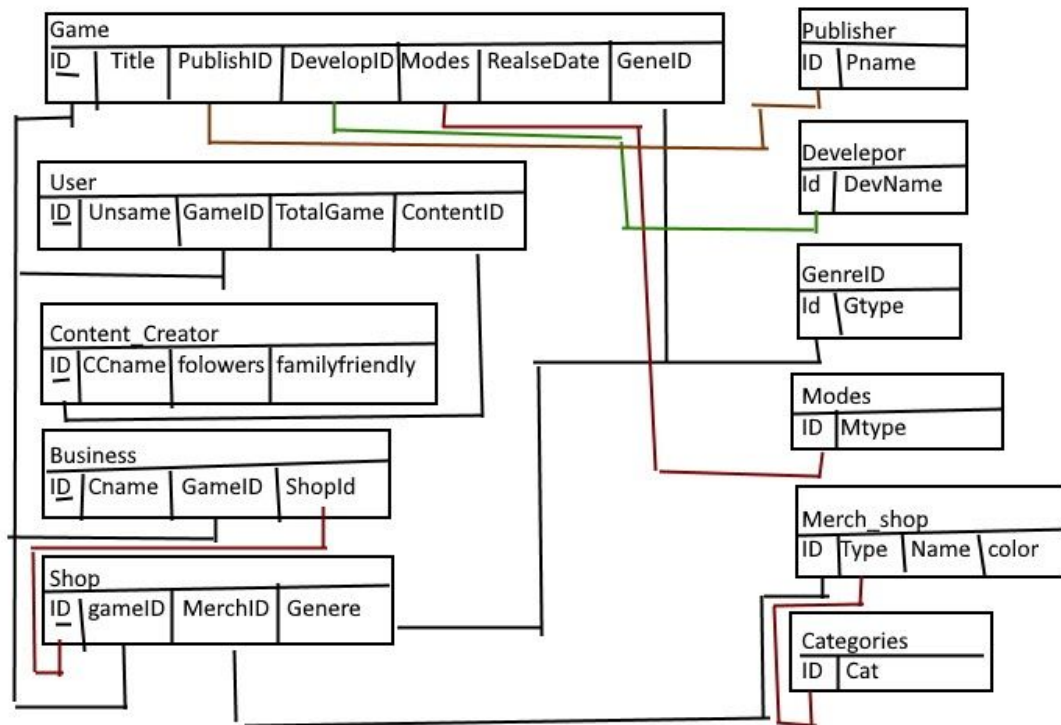
- Shop: Content carried by shop offered though businesses
 - ID - int auto inc unique, not NULL pk
 - gameID - fk
 - MerchID - fk
 - Genre - varchar, not NULL

Shop has M:M with games, due to there can be many shops relating to many to at least one game and games can be related to many to at least one shop.

d) ER diagram

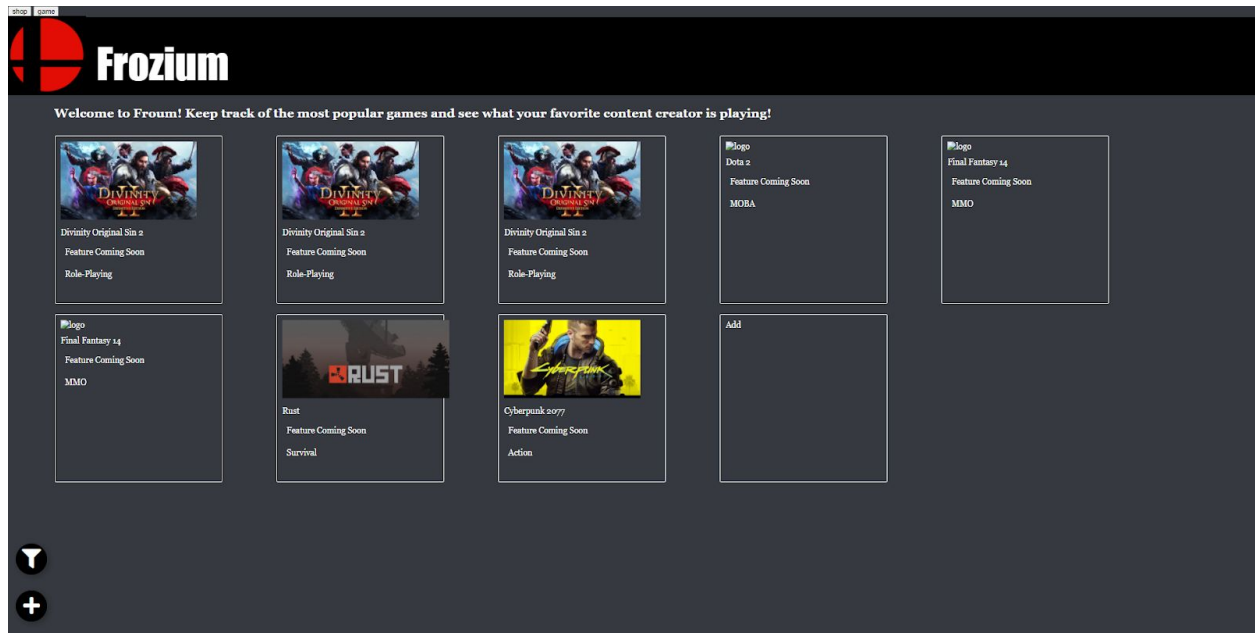


e) Schema

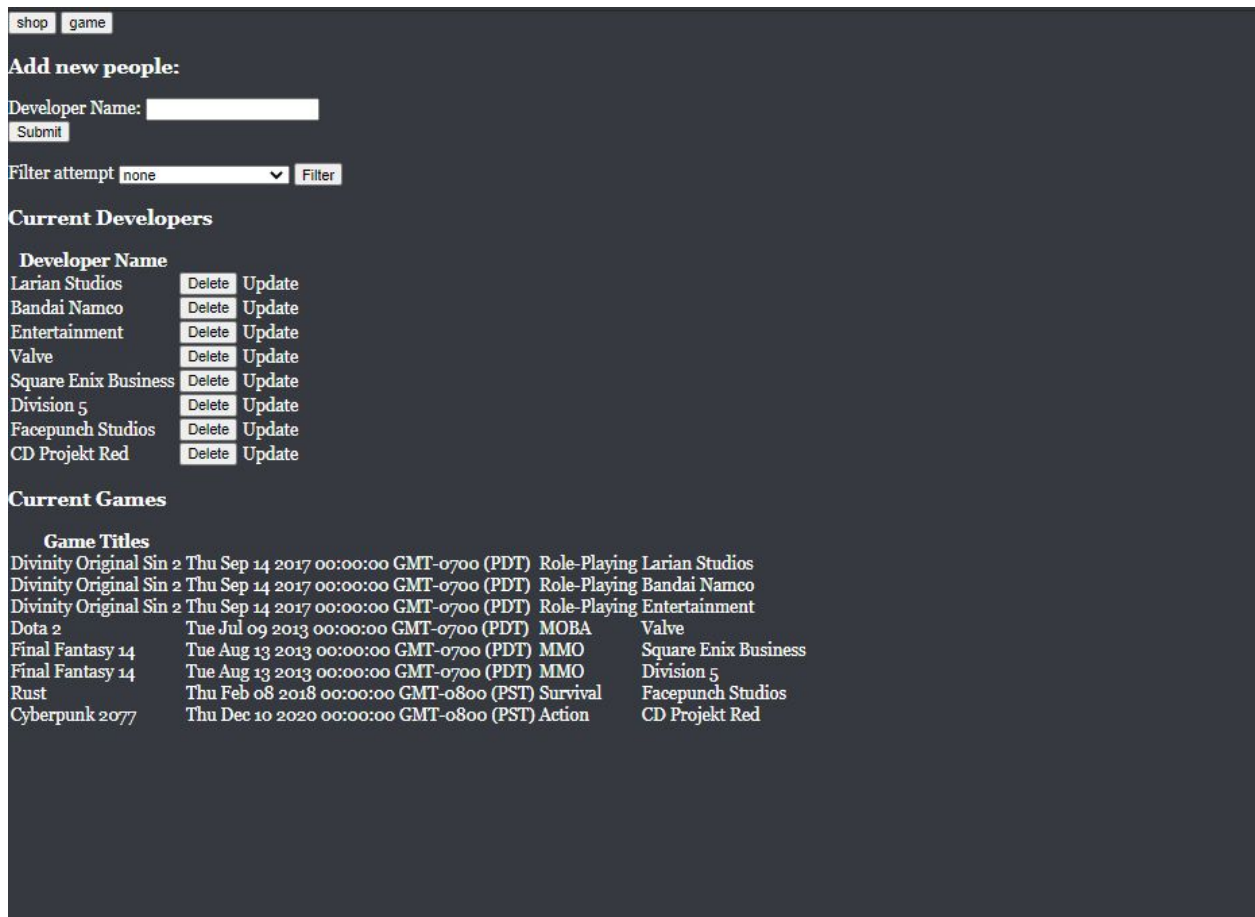


Project UI Screenshots:

[Home Page]



[Add, delete, update, and search functionality]



Admin page displays all the tables

Show me all!

Current Developers:

Larian Studios
Bandai Namco
Entertainment
Valve
Square Enix Business
Division 5
Facepunch Studios
CD Projekt Red
Handy Dev

Current Genre:

Role-Playing
Action
Adventure
Simulation
Strategy
Sports
Survival
MMO
Sandbox
Horror
Educational
MOBA
Other

Current Publisher:

Larian Studios
Valve
Square Enix
Facepunch Studios
CD Projekt

Current Mode:

Single-Player
Multi-Player

Current VG:

Game Titles						
Freedom	Larian Studios	0000-00-00		Role-Playing	Larian Studios	Single-Player
Freedom	Larian Studios	0000-00-00		Role-Playing	Larian Studios	Multi-Player
Freedom	Larian Studios	0000-00-00		Role-Playing	Bandai Namco	Single-Player
Freedom	Larian Studios	0000-00-00		Role-Playing	Bandai Namco	Multi-Player
Freedom	Larian Studios	0000-00-00		Role-Playing	Entertainment	Single-Player
Freedom	Larian Studios	0000-00-00		Role-Playing	Entertainment	Multi-Player
	Valve	Tue Jul 09 2013 00:00:00 GMT-0700 (PDT)	MOBA	Valve		Multi-Player
Final Fantasy 14	Square Enix	Tue Aug 13 2013 00:00:00 GMT-0700 (PDT)	MMO	Square Enix Business		Multi-Player
Final Fantasy 14	Square Enix	Tue Aug 13 2013 00:00:00 GMT-0700 (PDT)	MMO	Division 5		Multi-Player
Rust	Facepunch Studios	Thu Feb 08 2018 00:00:00 GMT-0800 (PST)	Survival	Facepunch Studios		Multi-Player
Cyberpunk 2077	CD Projekt	Thu Dec 10 2020 00:00:00 GMT-0800 (PST)	Action	CD Projekt Red		Single-Player