fourHorsemen

Mr. Charles Thompson

CPT-206-A80S-2025SP

17 Mar. 2025

Online Video Game Database

Our project aims to create a comprehensive video game database web application that provides users with detailed information on video games, starting with the NES and Sega Master System. The application will feature user accounts and game searches through a variety of fields. Stretch goals include adding interactive elements such as user ratings and reviews, expanding to additional systems, and possibly developing a mobile app in the long-term.

The web app will serve as the ultimate video game resource, allowing users to:

* Search for games by title, genre, developer, system, release year, and other key attributes.
* View detailed information, including title, developer, publisher, system, release date, number of players, and sales.
* Filter by platform (starting with NES and Sega Master System) and browse categorized lists.
* Potentially integrate an API (like RAWG) to pull real-time game data while storing a local copy for performance and reliability.
* Future Development: Expand to include title art, more game systems beyond NES and Sega Master System, expand user accounts, and eventually develop a mobile app.
* Long-Term Vision: Become the definitive online source for everything video games, offering extensive historical archives, expert reviews, community-driven content, and a marketplace for collectors.

Outline of Website Structure:

* Home Page – search functionality, sign in, and game spotlight (based on user profile). Stretch goal includes a news feed about new games and stories.
* Systems Page – List of supported systems and details/specs about them.
* Individual Game Pages – detailed information on each game including title, developer, publisher, system, release date, number of players, and sales. Stretch goals include cover art, estimated play time, ratings, and reviews.
* History of Video Games Page
* Useless Facts Page
* User Profiles – username, first name, last name, zip code, login & password, favorite games, games you own. Stretch goals to include games you’ve played, games you’ve beat, want list, user ratings, user reviews.
* Stretch Goals: Video Game Trivia Page

Development Tools

* Frontend: HTML, CSS, and C# with Blazor or ASP.NET MVC, potentially using Bootstrap for pre-built components.
* Backend: C# with ASP.NET Core for handling requests and user interactions.
* Database: SQL Server for storing game data.
* API Integration: RAWG API for fetching game details dynamically.
* Version Control: GitHub for team collaboration and source code management.

fourHorsemen

Daniel Schiefer

Joshua Pitts

Jared Daniels

Phillip Foster