**API Research and Documentation**

* Steam
  + [Steam Web API documentation](https://developer.valvesoftware.com/wiki/Steam_Web_API)
  + API keys can be requested by providing an email or domain name
  + API calls search users by their SteamID
  + Can be used to retrieve a player’s [owned games](https://developer.valvesoftware.com/wiki/Steam_Web_API#GetOwnedGames_.28v0001.29) and [achievements](https://developer.valvesoftware.com/wiki/Steam_Web_API#GetPlayerAchievements_.28v0001.29)
    - Does not require user to login if their profile is set to public
  + API Example: [GetOwnedGames for Stevoisiak](http://api.steampowered.com/IPlayerService/GetOwnedGames/v0001/?key=1B3B208210B5791114836D6B470B63DE&steamid=76561198001739704&format=json) (aka Steven)
* PSN
  + No official API available (Morgan sent a request for access **- Access not granted**)
  + Can be retrieved from <https://www.playstation.com/en-us/my/public-trophies/>
    - Viewing full trophy list requires logging in
  + [Unofficial APIs can be found online](https://github.com/jhewt/gumer-psn)
  + Was supported by Raptr before [console support was phased out in 2015](http://raptr.com/TinyDino/news/55076433eddd169b88/raptr-announcement)
  + Retrievable online from <https://psnprofiles.com/>
  + Trophies retrievable online from <https://www.playstation.com/en-us/my/public-trophies/>
* Xbox Live
  + No official API available
  + Was supported by Raptr before [console support was phased out in 2015](http://raptr.com/TinyDino/news/55076433eddd169b88/raptr-announcement)
  + Importable by [bltool](https://github.com/ToxicFrog/bltool)
* Nintendo Network
  + No official API available
* [Backloggery](http://www.backloggery.com/)
  + No official API available
  + Collection importable/exportable by [bltool](https://github.com/ToxicFrog/bltool), [backlogger](https://www.npmjs.com/package/backloggery), and [My Game Collection](http://my-game-collection.tuyware.com/)
  + Importable/Exportable using [bltool](https://github.com/ToxicFrog/bltool)

**Useful tools**

* [Backloggery](http://www.backloggery.com/): Online game organizer that tracks game progress
* [bltool](https://github.com/ToxicFrog/bltool): Open source command Line/Java tool to import Steam library into Backloggery
* [IGDB.com](https://www.igdb.com/): Online community driven database of games
* [My Game Collection](http://my-game-collection.tuyware.com/): Game organizer for Android that can import from Steam, PSN, Xbox Live, and Backloggery
* [Material.io](https://material.io/icons/): Open source icon pack