Project Proposal

STEAM DREAM

Project Summary

We are creating a game recommendation system that uses inputted Steam games a user enjoys and outputs recommendations based on their games. The application will include additional filters such as selecting only free games, selecting games with specific ratings, etc. This application will be targeted toward Steam users and developers who are looking to find new games.

Detailed Description

We want our web application to serve as a point where users can find games that they enjoy. Users will be able to add games that they find interesting based on many factors, including the game's description, rating, developers, and more. They will also be recommended games based on the criteria that they want. The web application serves as a hub for Steam users to easily find out what games they want to play next.

Usefulness Description

Steam has its own recommendation algorithm "Discovery Queue" ("Your Steam Discovery Queue is a mix of products that are new, top-selling, and similar to what you play and use on Steam."). Every day, a queue of around ten games will be created, and you can browse through them and give feedback on whether you like them or not. Admittedly, this may be useful for daily Steam users to get information about the new games, but users that are eager to find games to play with may not be satisfied. Our website can provide features like filtering and similarity scores to help them quickly pick up the games that they are likely to love.

Realness Description

The database we use will be the "Steam Game Data" provided by the course faculty. For the purposes of recommendation, we will mainly use the category and the description of the game, like columns "Metacritic" and "DetailedDescrip". These data will be used as the input to a "Similarity Score" algorithm to output a list of recommended games, which will be stored for each game.

Detailed Functionality Description

Users should be able to create groups of games that they want together. This means they can create their own categories of games and group titles that they selected together.

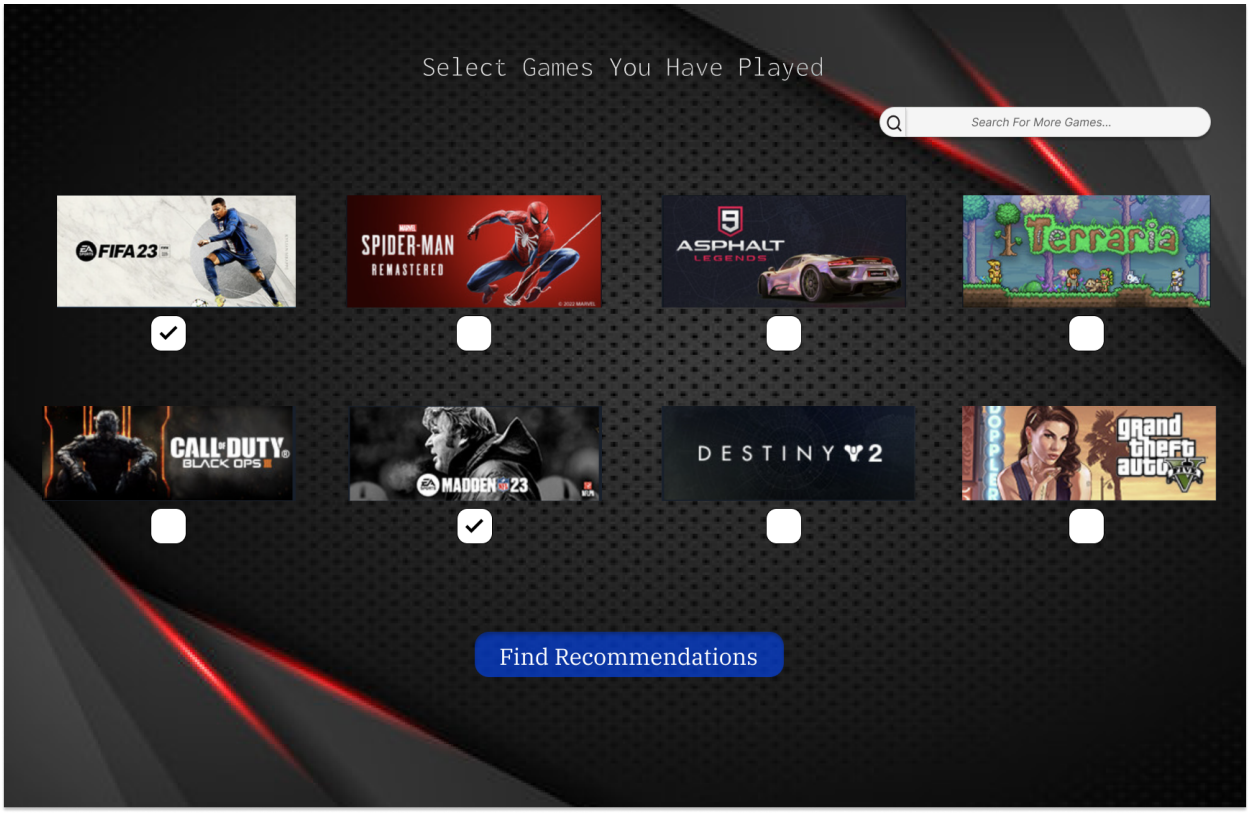
Users can delete games from their list that they may not want to see anymore. For example, if a user refunded a game they purchased, they would want to remove that game from their list of games. We also delete these games from search results if the game is already owned.

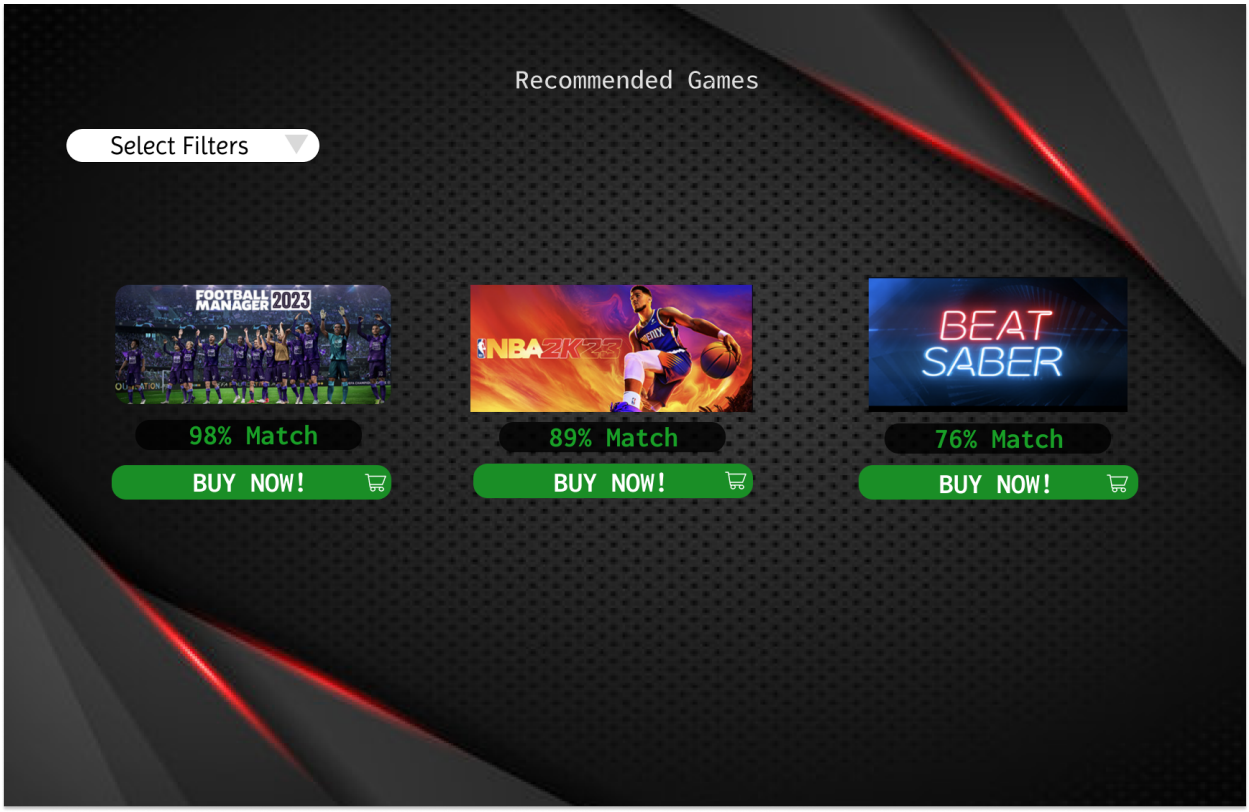
Users can update their categories of games in case the nature of their category changes. They can also update what games are in these categories as they may purchase or refund some games in the future.

Users can search for games that they want to see. They will be able to search by game title for games that they want to add to their lists.

Users can find recommendations based on factors like game title, description, star rating, developers, and more.

Detailed UI Mockup





Work Distribution

We plan to split our 5 functions across our group members and figure out the exact problems we may face together during this process.

Satej is tasked with adding CREATE and UPDATE functionalities. This includes the creation of categories and games that belong to the user as well as updating what records categories hold after the insertion/deletion of records is done by users.

Robby is tasked with adding DELETE and SEARCH functionalities. This includes the deletion of categories and games under the user and querying searches for new games done by users.

Jai is tasked with adding RECOMMENDATION functionality. This functionality essentially allows users to find games based on criteria they want including, but not limited to, game title, game rating, game developers, and reviews.