**Module Two Assignment CS 360**

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For this assignment I chose the popular application “Steam” which is a desktop and mobile application.

Steam is a app that allows users to browse, buy, and play games on their phones while keeping track of their gaming activities. It connects gamers to a large online community where they can interact with friends, share achievements, and discover new games. Steam’s main features include the Store, where users can shop for games, the Library, where users can view and manage the games they own, and the Community, where users can see what their friends are up to and participate in group activities. Each of these sections of the app contains different data that helps users stay informed and connected with their gaming interests.

The Home screen of the Steam app shows recommendations for games, new releases, and news about games. This information comes from data like the user’s purchase history, preferences, and the latest game trends. The Library screen tracks how much time a user has spent playing each game, what achievements they’ve unlocked, and allows them to update or play their games. This data comes directly from the games the user has played and is pulled from Steam’s servers. The Store screen provides up-to-date prices, sales, and ratings for games. This is based on Steam’s store data, which constantly updates prices and deals. The Community screen shows data from friends, such as the games they’re playing and achievements they’ve earned. It also updates in real-time based on what’s happening within the Steam community.

The data displayed in Steam helps users meet their goals in several ways. For example, by tracking game time and achievements, users can see their progress and set new goals, like unlocking all achievements in a specific game. Users also interact with data from reviews, sales, and recommendations to decide which games to buy. The community features allow users to stay connected with their friends and join in on group activities, which keeps them engaged in the gaming world. The way the data is shown—through notifications, progress bars, and easy-to-read screens—helps make the experience enjoyable and keeps users coming back to Steam.

In short, Steam pulls a lot of data from both its servers and user interactions to create a personalized experience that helps users track their progress, find new games, and stay connected with friends. By displaying this information in a clear and engaging way, Steam makes it easy for users to enjoy their gaming experience on the go.