

Wavyy Game Exchange

Dylan Kenyon

@ZingingQT23

Description

Wavvy Game Exchange is a web-app that allows users to create virtual collections of their video games so that they can find new games, follow other collectors, and trade with each other.

This allows collectors to bypass the trade-in/exchange system that very strongly favors the retailers, and gives them a space to exchange games amongst each other.

Features

- Users can create accounts, stay logged in, and log out
- Search for video games in a large database
- View information about specific video games, including screenshots, versions, platforms, release date, etc.
- Logged in users may add games to 'My Games', which will soon have 'Collections' and be viewable by other users

Planning – User Stories

- Prospective users can use the search functionality to browse the games
- Prospective users can create new accounts
- Users can stay logged in, and log out
- Users can add games to 'My Games' which serves as the groundwork for future 'Collections', trading, and other social features.

Planning – Database

Model Classes/Tables

- ApplicationUser
- Game
- DbId
- GameImage
- UserGame
- MyGames
- Collection
- SearchTerms

Technology Stack

- C#
- ASP.NET Core
- Microsoft Visual Studio
- Entity Framework Core
- API consumption with Microsoft Web API Client
- Bootstrap

What I Learned

- How to create sessions and use cookies
- How to query APIs
- How to use the json response files for model binding as my custom classes
- How to use and pass data between partial views so that multiple models can be used on the same page
- How to use hidden forms to pass query strings to a controller

What's Next

- A lot of aesthetic improvements
- Adding user profile pages and the 'follow' feature
- Then finally adding the ability to propose trades between users!