

1. Introduction(Ben)
2. Landing Page(Ben)
3. Login Page (Chris)
 - a. You are greeted by a sign up/login screen
 - b. You can Login by clicking the login tab
 - i. You can enter in credentials such as email and password
 - ii. You can also login by clicking login with Google or login with Microsoft
 - c. You may not have account with GameEye so you can create one
 - i. Click on the sign-up tab
 - ii. You can sign up with email or Google/Microsoft Account
 1. Signing up with Email
 - a. You must enter your email Address
 - b. Create a password
 - c. Enter password again
 - d. Click Signup
 - e. Login to your email Account
 - f. Look for GameEye Verification Email
 - g. Click the link in the Email
 2. Signing up with Google/ Microsoft
 - a. Click login with Google or login with Microsoft
 - b. A Google or Microsoft login screen should pop up
 - c. Enter your credentials to create an account.
 - d. You may have forgotten your password so you may use the forgotten password feature to reset your password.
 - e. Upon logging in or creating an account you will be directed to the WatchLists page.
 4. Watchlist Page (Adrian)
 - a. You can add a game to your watchlist by clicking the plus button at the bottom right corner which takes you to the Add Games to Watchlist page
 - i. Games that are added to the Watchlist page will provide you resources of the following types:
 1. Important updates
 2. News articles
 3. Reddit posts
 4. Images
 5. YouTube videos
 - b. You can delete games from your watchlist
 5. Updates Page (Adrian)
 - a. You can access the resources for a specific game on this page by clicking on one of the cards.
 - i. Notifications badges on the cards will displayed for resources will new information.
 6. Articles Page (Adrian)

- a. This page displays a list of scraped articles relating to a specific game.
 - b. An exclamation mark icon will be displayed next to the articles which are most important.
 - c. The titles of each article are hyperlinks, clicking on them will redirect you to the full article on the site that published it.
- 7. Add Game Page (Angelos)
 - a. You can search for games to add to your watchlist
 - b. As you type in the search box, GameEye will attempt to autocomplete your search and relevant game suggestions will appear
 - c. You can click the “plus” button to add a game to your watchlist from the suggestions
 - d. Games in your watchlist will be highlighted in green if they appear in the search suggestions
 - e. You can remove games from your watchlist directly from the search suggestions by clicking the “minus” button for any game highlighted with green. This is useful if you added a game to your watchlist by mistake.
- 8. Top Games Page (Jacob)
 - a. The top 50 most-watched games on GameEye are displayed here
 - b. Look at this page to see what games others are watching and discover promising games you might not be aware of
- 9. My Account Page (Brenden)
 - a. This page displays basic user information
 - i. User ID
 - ii. Name
 - 1. This credential can be changed
 - iii. Email
 - 1. This credential can be changed
 - b. You can reset your password
- 10. Settings Page (Jonathan)
 - a. You can choose whether or not you want to receive notifications on the following resource types:
 - i. Important updates
 - ii. News articles
 - iii. Reddit posts
 - iv. Images
 - v. YouTube videos
 - b. You can choose whether or not to only receive notifications for important news
- 11. Mock News Website (Tester/ User)(Chris)
 - a. You can access GameEye Mock News through these links
 - i. (User) <https://gameeye-mock-news.netlify.app/>
 - ii. (Tester) <https://gameeye-mock-news.netlify.app/admin/#/collections/post>
 - b. Accessing through the user link you can browse throw mock articles.

- i. Upon clicking an article, it will bring the article page displaying the contents of the article.
- c. Accessing through the Tester Link testers can manage the website.
 - i. You must login using a GitHub account and be granted access by the owner of the site.
 - ii. Clicking an article will allow users to edit articles/ clicking new post creates new articles
 - 1. Text boxes will show up on the left side and right side will show a preview
 - 2. You can edit the article contents on the right side of the page.
 - 3. You can delete an article by clicking delete entry on the top right of the page.
 - 4. After editing or writing an article, you can click publish and the edited/created article will be added to the website.

12. Glossary (Jonathan)

- a. **Aggregator**: A platform or service that collects and centralizes data.
- b. **Angular Framework**: Platform for building mobile and desktop applications.
- c. **API**: Application Programming Interface; a set of functions and procedures allowing creation of applications that access the features or data of an operating system, application, or other services.
- d. **AWS**: Amazon® Web Services; Amazon® subsidiary that provides on-demand cloud computing platforms and APIs.
- e. **CSS**: Cascading Style Sheets; used to stylize webpages.
- f. **Guest**: Initial role for users who have not created an account on GameEye.
- g. **Hitlist**: List of highly watched video games by users.
- h. **HTML**: Hypertext Markup Language; used as markup for documents meant to be displayed in a web browser.
- i. **IDE**: Integrated Development Environment; a software application that includes a set of programming tools, notably a code editor and a debugger interface, to facilitate programming.
- j. **IGDB**: Internet Game Database; database of known video games; accessed by REST API to populate GameEye's database.
- k. **Indie Games**: Games developed by individuals or smaller teams of people without the financial support of larger game publishers.
- l. **IntelliJ IDEA**: IDE developed by JetBrains to write Java applications and will be used in the backend development of GameEye.
- m. **JavaScript**: Object-oriented language used to create dynamic behavior on webpages.
- n. **JSoup Library**: Java library for working with real-world HTML.
- o. **JUnit Java Framework**: A testing framework for Java.
- p. **Keras**: An open-source neural-network library written in Python.
- q. **MongoDB**: A cross-platform document-oriented database program.

- r. **Noise Filtering:** Removal of news articles and other content that is irrelevant or unimportant to the user.
- s. **OIDC Authentication:** Open-ID Connect (OIDC) is an authentication protocol based on the OAuth 2.0 family of specifications.
- t. **PWA:** Progressive Web Application; a type of application software delivered through the web which is built using common web technologies including HTML, CSS, and JavaScript; PWAs are an evolution of traditional web applications and can be used to a certain degree while offline.
- u. **Python:** An interpreted, high-level, general-purpose programming language.
- v. **REST:** Representational State Transfer; a software architectural style used in creating web services.
- w. **RSS Feed:** Really simple syndication (RSS) is a web feed that allows users and applications to access updates to websites in a standardized, computer-readable format.
- x. **Scikit-learn:** Open-source machine learning library for the Python programming language.
- y. **SpaCy:** Open-source software library for advanced natural language processing.
- z. **Spring Framework:** Application framework and inversion of control container for the Java platform.
- aa. **Tester:** GameEye prototype users who will provide feedback on their experience with the application.
- bb. **Web Scraping:** Automated extraction of data from websites.
- cc. **WebStorm:** IDE developed by JetBrains for writing JavaScript and web-related code.