Vapor, A PC Game Library Manager
UTM CSCI 352 Group Project

Steven Gray and Andy Lum

Abstract

Vapor will be a minamalist game library manager to help gamers keep track of all of their games across various launchers. This proposal document is the bulk of what we've done so far.

1. Introduction

In the modern era of PC gaming, its too easy to lose track of games. Many of the biggest games are spread across multiple launchers, while a lot of smaller games find themselves disconnected from all of them. Even the launchers that allow for users to add games often require them to search for each game individually. This makes it easier than ever to simply forget you have games downloaded, even if you keep them organized.

That's where Vapor comes in. Vapor will allow for a user to keep up with every game they have on their computer with minimal upkeep on their end.

1.1. Background

Increasing popularity of PC gaming has lead to a unique situation where many of the biggest developers want to create their own storefronts and game libraries to maximize the amount of profit they make on a game sale. This becomes a hassle for gamers who simply want to play their games without having to sift through multiple different programs to find where their game is hiding. This issue is further exacerbated by storefronts without their own launchers, leading to a collection of stray games.

1.2. Impacts

At the very least, our goal is to make game management easier and more flexible for the user, and to learn new things over the course of the project.

1.3. Challenges

The major challenges here will come with actually implementing everything well.

2. Scope

The initial goal for this project is to create a functional interface that allows for a user to have all of their games accessible and playable through a single library manager. This would include:

- A main menu with all of their games available and playable.
- An options menu that would allow a user to add new games or treat certain folders as library folders (alongside an automatically created library folder handled by the program itself).
- The ability to remove a game or library folder from the library manager or delete them altogether
- The ability to refresh the library at any time, to find newly added games or remove recently removed ones.
- The ability to open the location where a game is stored

A few possible stretch goals could be:

- Allowing users to downgrade their Steam games
- Icons that allow for a user to discern where the games are from, such as Steam, Battle.net, or a user defined Library folder.
- A store page that allows a user to search/browse popular storefronts like Steam, GOG, and Humble.
- Allow the user to create and manage groups of games