Web App for Identifying Games

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IB Computer Science SL Internal Assessment
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Word Count:

Planning

The client is my friend, Jordan, who has not played video games seriously, only picking up family games here and there such as *Mario Kart™ 8 Deluxe* or *EA SPORTS FC 25*. He has expressed that he doesn't like buying games without being sure what he is getting is what he wants, but also has issues deciding on a game to choose because there are so many. Finally, he wants to be able to select these games based on my library of played games, so that the games chosen can be trusted by someone they know personally. After consulting with him, I suggested that they be accessible through all platforms since he tends to use his phone the most, so a website is the best avenue for this. Agreeing on this, he added that he would like to be able to import game libraries other than mine in the future. Finally, we agreed that the method for selecting games would be based on a series of questions that have a set of biases attached to the answers, with each answer swaying the user towards different games when the final recommendation is given.

Rationale For Solution

After this conversation, I drafted a solution that follows. The final website will start with an opportunity to input a set of game libraries by manually adding games to a list and/or importing libraries from Steam, a digital storefront for games with the largest selection in one place. Then, a series of questions will be asked, assessing the user's likes and dislikes for different genres of games. The questionnaire will consist of only 30 questions (for time's sake), after which a solution is calculated based on the answers and the games selected. After, the top ten games that most closely matched the user's preferences will be displayed, with the associated percentage

values displayed to show the user how well they matched. I brought up these terms to Jordan and we both agreed on the criteria of the project.

The solution will be created using C# because it is the programming language I am the most comfortable with. More specifically, the website will use Microsoft's ASP.NET Core to combine my C# knowledge with the ease of website creation offered with HTML/CSS. In this case, C# will be used to calculate biases and solutions in the background while HTML/CSS is used to present the user interface.

Success Criteria

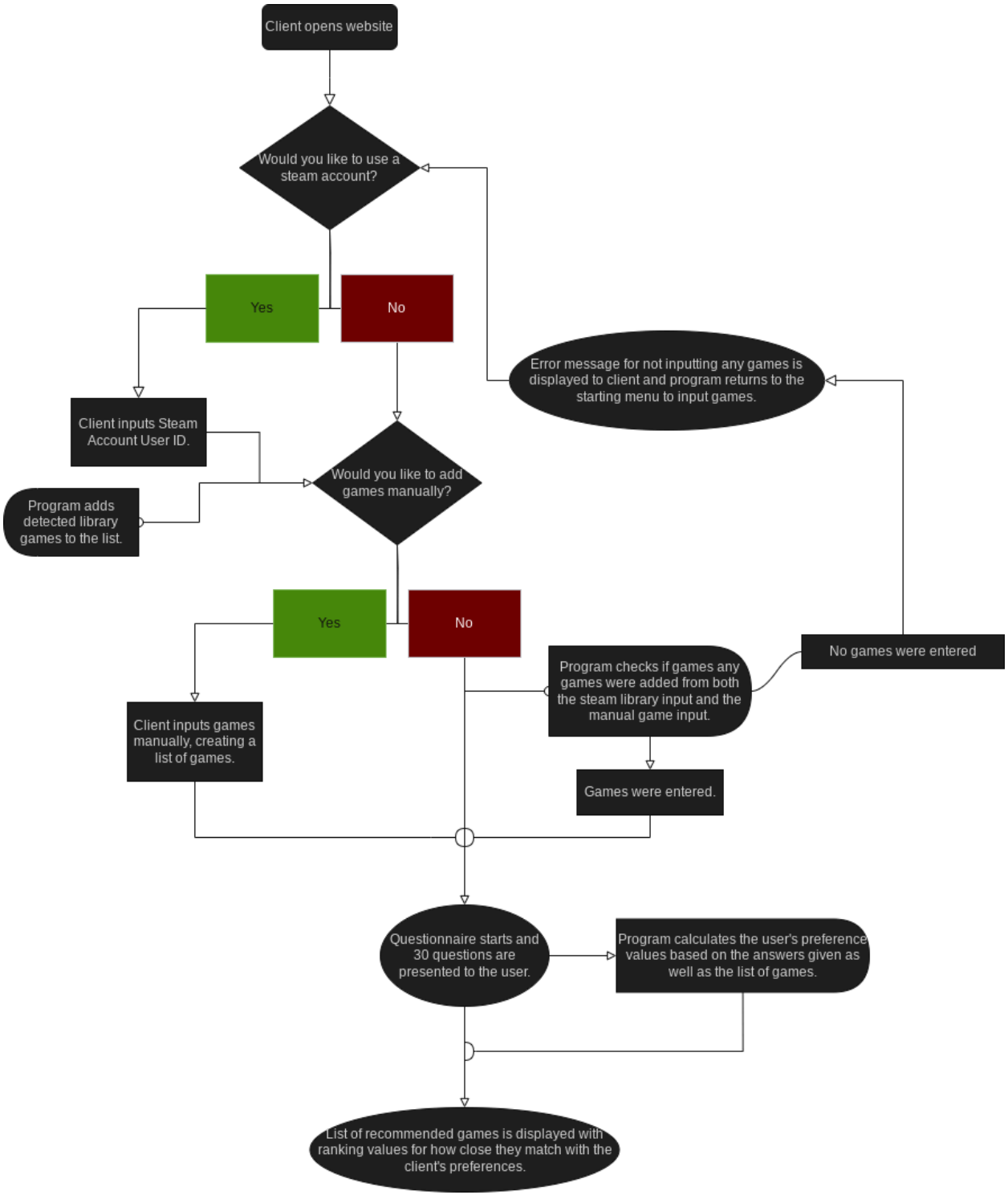
- The client can import game libraries from store.steampowered.com using a Steam user ID to start a list of games.
- The client can add and delete games to the list of games, with or without the games already imported from Steam.
- The program can calculate preference towards games on the list of games based on questions asked about the client's preferences.
- Based on the questions asked, the program can rank the games in order of how much the client prefers them.
- Show the client the top ten games recommended, by genre and/or rank.

Record of Tasks

Task Number	Planned Action	Planned Outcome	Time Estimated	Target Completion Date	Criterion
1	Identify an advisor (computer science	Advisor and initial idea by my	10 minutes	5th April 2025	Planning

	teacher) and an initial idea	advisor, Mr. Rudd			
2	Discussion about video games with Jordan	Jordan tells me his issues surrounding video games and how to address them	25 mintues	6th April 2025	Planning & Design
3	Follow-up discussion with Jordan about project criteria	Solutions to his issue are discussed and finalized, C#/HTML/CSS are chosen for the website form.	15 minutes	7th April 2025	Planning & Design
4	Final discussion with Jordan to finalize the design, flowchart, and timeline	The website's flowchart and design are created, and a timeline for when the product will be finished is also established.	30 minutes	8th April 2025	Planning & Design

Flowchart of the website's functions



Works Cited

- https://learn.microsoft.com/en-us/dotnet/core/tools/dotnet-install-script?WT.mc_id=dotnet-35129-website
- https://www.w3schools.com/css/
- https://www.w3schools.com/html/