

Component: Playtime

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Responsibilities

(game)

- 1) My Component tracks a user's application use hours.
- 2) My Component tells when a user goes over their set use time; and sends data to notification to notify user.
- 3) ~~My Component takes game prices and notifies users when the game is available at their price point.~~

Data Models Used

~~Steam Web API~~

Steam Web API

Provided Dependencies

~~Report (for user info)~~

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? Firebase Database?

- 4) Component organizes applications use hours correctly (to sent to report)
- 5) Which games might the user like? (based off playtime)

Playtime:

Queries the Steam Web API and transforms the data for the report component

Dependency:

Playtime needs to get user information from the Steam web api

My component Reports

needs the playtime information

about a user from

Playtime