

Capstone Project

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Capstone Project Idea: Fallout informative / guide

1. The stack I am comfortable with and plan on using for this project will be the PERN stack: PostgreSQL , Express, React.js, and Node.
2. I want this project to mimic certain aspects of the Fallout video games, it is a series I grew up with and feel close too in a sense. My objective is to take something I love and make a project out of it, in that regard I think I will try to evenly focus both the frontend and the backend. Though it is possible one may be more present than the other.
3. My intentions are for this too be more of a website than a mobile app, I want it to be an informative website. So to me that would include taking aspects from the video games and how they work, or maybe detailing some of the points of the video game like the quests and characters that can be followed. Maybe detailing some of the choices and the outcomes of those choices, ultimately what the endgame would become of those choices. Given all this information, I feel most like it would a website, but I am open to finding ideas to make some parts of it like an application.
4. The goal of my website would just be to inform and allow users to get to know the Fallout universe in the way I showcase it.
5. The targeted demographic of a website like this would be people who share the same passion as I do for this video game series, or just enjoy good story telling overall.
6. The idea of having an preexisting Fallout API feels exotic, so I would definitely be creating the database and all the tables with it. The data I would use would come straight from the Video games, I only plan on making the site out of data from the Fallout NV, Fallout 3, and Fallout 4. And this is because the games before those three were a complete different style that I am not into, and the most recent Fallout

game. (Fallout 76) Feels too broad of a game, because it is the first online version of the Fallout franchise, so to me it feels more experimental than anything else.