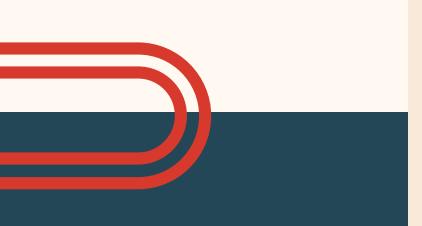


MY GAME TRACKER

PROPOSED PROJECT

BRYAN GOMEZ-ROBLEDO, CAMILLE SOSA, NOAH LOPEZ, RACE BAYS

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GOAL

As gamers, we have noticed a common problem that we all struggle with. It's hard to keep track of all of the games we've played, and even harder to remember our achievements for those games and how well they stacked up compared to other games. We aim to solve that problem by creating a website where you can do all that and more. The ultimate tracker for gamers would allow you to record what games you've played, rank those games, log any achievements earned, and share all of the above with other gamers.

It's worth noting that similar websites do exist, but they are not popular or commonly used for a variety of reasons. For one thing, they don't offer as many features as we plan to implement. They are also very bare-boned; they are basically just glorified spreadsheets. We plan to give gamers something better to use.

POTENTIAL USERS

Given the goal for our website, there are truly only two main user types that would be using our services. Gamers for one, but also potentially video game development companies.

Gamers:

Gamers would be our main user base; they would be using our website to track the games they've played, the achievements they've earned while playing those games, and even rank those games. There is a social aspect as well, as they would be able to share their lists with others and look at the lists of other users.

Game Developers:

Should game developers choose to partner with the website, they could use statistics from the data to see how well their game is performing in the player base. The website could also have their video games advertised on the home page.

Admins:

Obviously, admins would be required to ensure the website is being used correctly; mainly that only real games are being added to the database.

WEB PAGES

HOME PAGE:

Users would be able to navigate to other pages and see advertisements for upcoming games.

LOG-IN PAGE

Users would be able to enter a username and password to log in to account, or will be directed to make a new account should the username not exist.

RECOMMENDED PAGE

Users would be able to see games that are consistently ranked 8/10 or higher by users.

YOUR-LIST PAGE:

Users can either enter new games played and their rankings or they can simply view their current list.

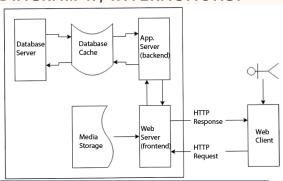
ACHIEVEMENTS PAGE:

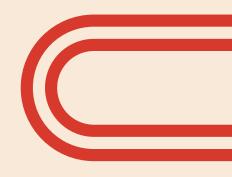
Users can either enter new achievements earned for games played or would be able to view their current achievements list.

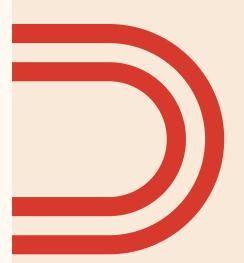
USERS PAGE:

Users can search for other users and see their various lists (games list and achievements list).

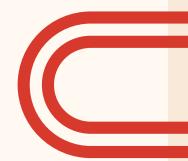
DIAGRAM W/ INTERACTIONS:







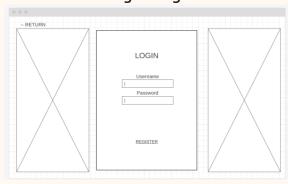
WIREFRAMES



Home Page



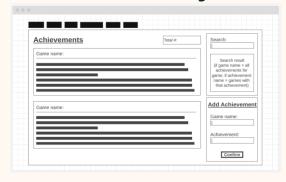
Log-In Page



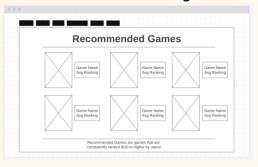
Your-List Page



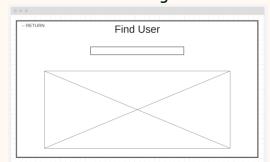
Achievements Page



Recommended Page



Users Page





CONCLUSION

For My Game Tracker we have both a vision of how our Web site will work before its implementation and our plan moving forward in order to get our Web site working in the way our vision describes.

VISION

We envision a revolutionary online platform designed for those who love video games. Our vision is to create the ultimate gaming companion, a comprehensive web application that not only helps gamers effortlessly track their gaming journey but also enhances their gaming experience in ways previously unimagined. From being able to share in-game achievements with friends, to keeping track of what video games you've explored, My Game Tracker will greatly help those who love virtual gaming through its user-centric design and fun community-building.

PLAN

Creating a game tracker involves meticulous planning and thoughtful design. The plan begins by defining the scope and objectives of the tracker, outlining the key features such as user profiles, game databases, and achievement systems. The development team would focus on creating an intuitive user interface, ensuring seamless navigation for users to add and manage their games and achievements. Backend systems would be implemented to store user data securely, employing encryption and best practices for data protection.