**Game News App V 0.1**

**Languages:**  Java + JavaScript

**Overview**

App that utilizes Google Search API (or other API/ or directly access html pages somehow?) to give user a feed of gaming related news stories (videos?) depending on a user supplied list of games they are interested in.

**General Flow**

**Intial Startup:** The user asked for a list of games that they’re interested which they create a list of. They click OK then a “twitter” type feed of website articles and youtube videos is returned based on the games they listed. User created list is saved into a locally stored .txt file. 20 entries are displayed in a scrollable list.

**On Another Startup:** When the user starts up the program again, the program checks to see if the locally stored txt file exists, if so it loads into an array list variable that would then be put into the Search API??? If the txt file doesn’t exist, then the initial startup process would occur again.

**User Input:** When the user clicks a “block” item in the feed the user’s main browser opens a new tab of the page they had clicked.

**Warning/Errors Messages:**

* If no articles are returned
* User not connected to internet
* milesriv@live.com