



HotSteam with Friends

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Project Description

HotSteam With Friends! A web app that consolidates the information users need about their favorite games and helps them connect with other users in the community.

We will have two primary focuses, users and overall games.

- With “users” narrowed our scope to specific users and their personal games. Users are then able to view specific information about themselves in relation to their favorite games AND information about that community.
- Our “overall games” focus was expanding our scope to the overall gaming community, providing users with helpful information about a wide list of titles.

Tools Used - Agile Implementation

- Project Tracker - Github Project Board.
Rating: 3/5



- Track story progress
- Update stories

- VCS repository - Github Rating: 4/5



- Peer code reviews
- Pull/Merge Requests

- Database - PostgreSQL Rating: 3/5



- Backend

- IDE - VSCode Rating: 5/5



- Development environment
- Ease of Use

- UI Tools - Bootstrap Rating: 4/5



- UI Components

- Application Server - NodeJS Rating: 3/5



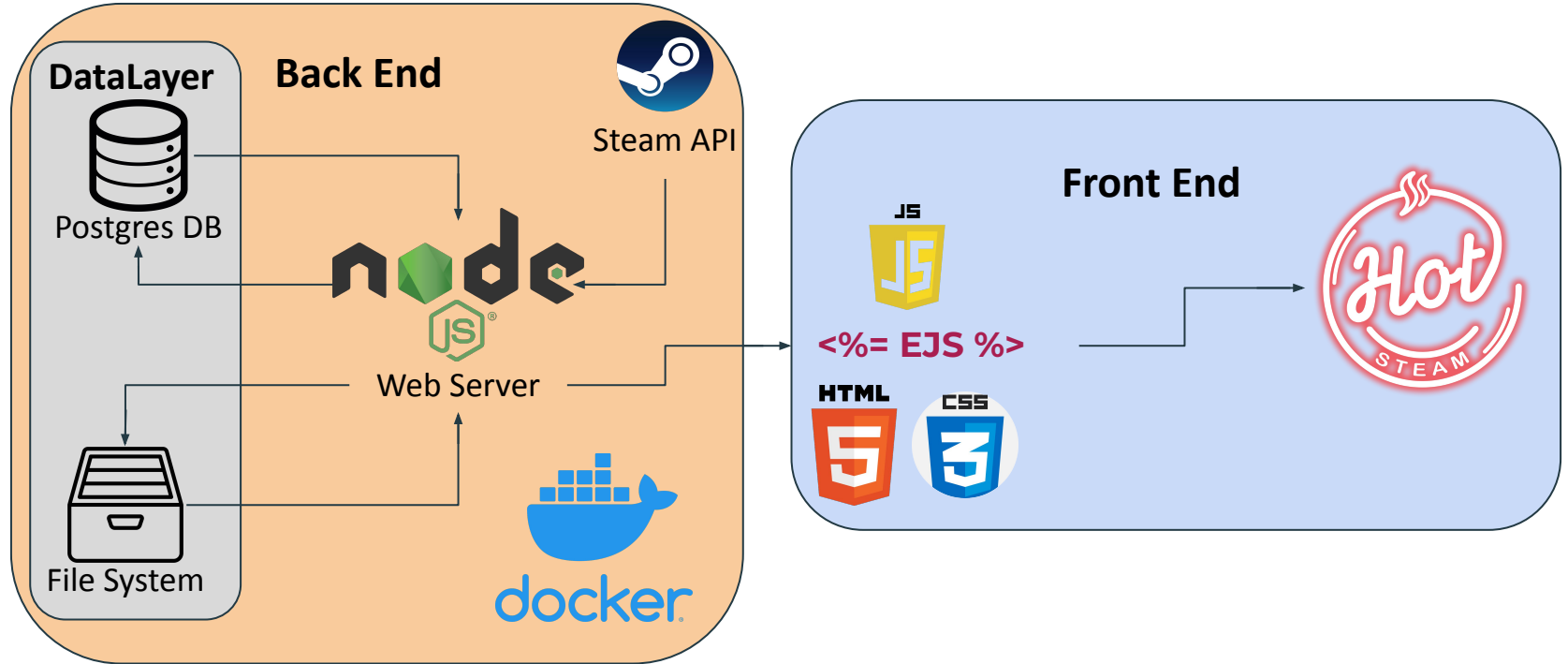
- Connect Back end and Front End
- Manage Data Layer

- Deployment environment (CU Site) Rating: 4/5



- Deployment of Final product

Architecture Diagram



External API -Steam



API calls used for this project:

- <http://api.steampowered.com/IPlayerService/GetOwnedGames/v0001/>
 - Parameters: API key and Player SteamID
 - Returns: List of games that player owns, including play time and last time played
- <http://api.steampowered.com/ISteamUser/GetPlayerSummaries/v0002>
 - Parameters: API key and Player SteamID
 - Returns: Steam username, profile picture, country, and profile url
- <https://api.steampowered.com/ICommunityService/GetApps/v1>
 - Parameters: API key and AppID
 - Returns: Application name and icon

Challenges

In the beginning of the project, our group experienced some growing pains in terms of finding the groove of group software development. Eventually, however, we learned how to talk with each other in determining a course of action for each individual, and then holding each other accountable for set deadlines.

Less so of a dynamic issue and more of a forgetting to push issue, our group also had difficulties keeping the origin main branch up to date. Thus, while making progress on individual branches, whenever we merged we ended up with conflicts that had to be sorted through.



Project Demo

Future Improvements



- Implement Friends Functionality
 - Add friends through a search for their steam id
 - View how you stack up against friends
- Improve User Experience
 - More visuals
 - More logos instead of text
 - Add filters to leaderboard to sort by desired statistic
- Add More Statistics
- Less scrolling

