**Project Report for Group Project CSCI 3308** 

**Group 014-03** 

Title: HotSteam with Friends

Who: Gustav Cedergrund, Conlan Mann, Linda Ngo, Steven Darbie, Gregory Sinnott, Olivia

Milas

**Project Description:** 

Our product will provide value to users by centralizing important and interesting data about

games, specific communities, and users' personalized communities. HotSteam with Friends will

be a web app that consolidates all 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" we will granulate our scope to specific users and their personal

games. Users will be able to view specific information about themselves in their favorite games

AND information about that community. They will also be able to connect with top players in

each of their favorite games. Our "overall games" focus will be expanding our scope to the

overall gaming community, providing users with helpful information about a wide list of games.

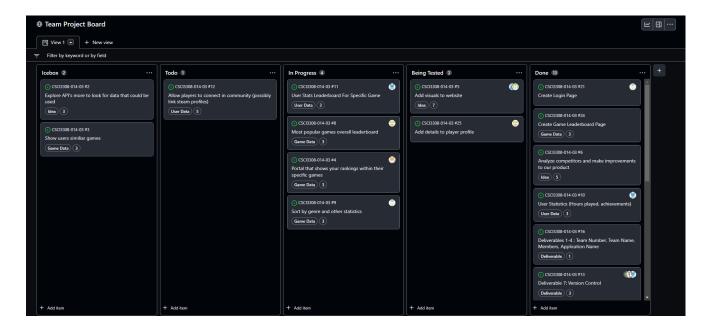
Users will be able to view a list of the most popular games (filtered by all games OR by genre),

while also being able to filter using various sub-variables. Some of the filter variables may

include, most copies sold, most hours played, price, rating, and more. In addition, users will also

be able to click on specific games to view that specific community's data.

**Project Tracker - GitHub project board**: We tracked our progress using the GitHub Project Board, linked here. A screenshot of the Project Board in use can be seen below:



**Video**: Youtube link - <a href="https://youtu.be/VWzIcmZzzoo">https://youtu.be/VWzIcmZzzoo</a>

VCS: Git Repo link - <a href="https://github.com/cedergrund/CSCI3308-014-03">https://github.com/cedergrund/CSCI3308-014-03</a>

### **Contributions**:

#### Olivia Milas

My primary work on this project was UI design. I worked with Linda on coming up with the overall color scheme and theme of the website. My area of focus was the home page and footer that would go on all of the other pages. The technology that I used for creating the design was bootstrap, HTML, and CSS.

# Linda Ngo

I had the opportunity to work with Olivia on the front end of the project. I worked on the visuals of the website which includes the logo, navbar, login, and register pages while also finalizing the

visuals of the game search and leaderboard pages. Olivia and I were also in charge of figuring out our team's color scheme. The technologies I worked with were bootstrap, HTML, ejs, and CSS files in VSCode.

#### **Gustav Cedergrund**

I worked a lot behind the scenes with the actual API implementation within the framework of the site using js. On the registration page, for example, when a user creates an account we call the API and import all of their games statistics and user statistics, calling two separate APIs as we do so. When the user logs in, these statistics are updated in the local database, which also requires an API call. Other than that, I worked with Conlan on the profile side of things, managing most of the data with SQL while he focused more on user experience.

#### Conlan Mann

I was very involved in the planning process of our application and helped determine most of our main features. I worked together with Gustav building the "Individual Profile" pages where I initially laid out everything using dummy data, and he eventually replaced it with data populated from the DB. I also built the "Game Profiles" which are accessed from many areas of our application. During the development of this page, I gained experience populating the website from data pulled from the DB, sorting that data into the leaderboards, and making various stylization adjustments.

### **Gregory Sinnott**

I contributed to the development of the site by implementing the game database and search functionality. This involved importing large amounts of data from a CSV to the Postgres database. I also helped with the profile page to get the player game list API to work and show all the games the user owns on steam and display them in order of hours. This also involved getting

the images of each game from the steam site. In addition to these features, I also helped teammates with git branching and general bug fixing.

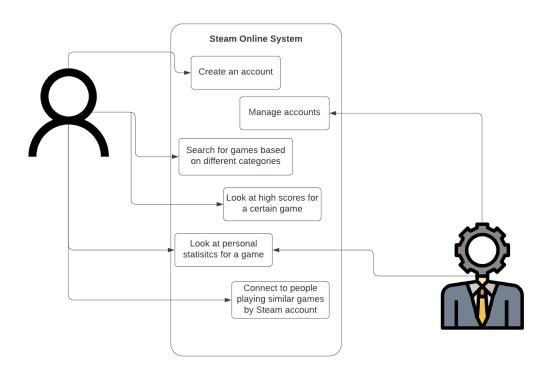
#### **Steven Darbie**

My main contribution to the project was the leaderboard page. I worked on using the data we imported and converting it into tables of game statistics on the leaderboard page using back-end SQL queries. Some of the necessary data was in formats that were hard to use, so I had to convert them to sort the games properly. I also did the front end of the leaderboard page and made other minor front-end contributions like creating the first draft of our login page. The technologies I worked on were SQL, HTML, javascript, and ejs.

### **Use Case Diagram**:

Use Case Diagram - HotGamesWithFriends

November 28, 2022



#### **Test results**:

# 1. Registration and Login

<u>Description of use case</u> - The user should be able to register using their Steam ID and Log In with their username and password.

<u>Audience/Testers</u> - Friends who have a steam account.

Observations - The users were very fascinated by the design of the login and registration page. Especially when they hover above or interact with the buttons, it changes colors. They love how although it is in dark mode, the orange and red colors do not hurt their eyes. They registered an account with an email and their steam id, the latter of which they had to navigate to their steam account to find. Once it was found, however, the registration worked perfectly. For the login, once they filled in their information, they were able to login in right away. They made the suggestion of helping the user find the steam id in some format, which we could look into with an API call at a separate time.

# 2. Using the game search

<u>Description of use case</u> - The user should be able to browse popular steam games.

<u>Audience/Testers</u> - Friends who attend CU Boulder and have experience with Steam.

Observations - When opening the website for the first time they are on the home page, and when they hit the "Game Search" tab on the navigation bar, it takes them to the page. The users really liked the style of it and how the game search worked. Giving them a set of strings to be input into the search bar, they all worked as they should have. Example strings like "Val" or "val" would bring up any game or game developer in the steam database that has "Val" or "val" as a

title. One thing they brought up was that it would maybe be nice to have the most popular games be at the top of the search by default, but that it was just a personal preference.

# 3. Exploring the user profile

<u>Description of use case</u> - The user should be able to open the profile and see the games they play and statistics about them

Audience/Testers - Friends who have experience using steam and attend CU Boulder Observations - The users when opening their profile were extremely drawn to their games played, and almost always seemed to be shocked about the number of hours spent playing a specific game. This is consistent with what we thought would happen as it's always interesting to see data about yourself, whether it be funny or embarrassing. When they clicked the image, it took them to the local leaderboards page, and when they clicked the game name itself, it took them to the steam store page. Here, they did recommend that these links should be switched because unless you knew to click on the image, you would never find the leaderboards, which is a more important feature to our website than the steam store page. Ultimately, the page worked as intended as the hours played statistics matched those when on their personal steam page.

### 4. Opening local leaderboards for each game

<u>Description of use case</u> - The user should be able to navigate to the leaderboards for each individual game

<u>Audience/Testers</u> - Friends who have experience using steam and attend CU Boulder

<u>Observations</u> - When users attempted to navigate to the leaderboard for each game, we realized toward the end of our testing that users often gravitate towards clicking the "Name" of the game

when trying to get to the leaderboard rather than clicking on the actual game icon. Although the testers did not mention anything about adjusting this, if we were to go back, we likely would swap the functionality of the two (clicking on the game png takes you to the game steam page, and clicking the name takes you to the leaderboard). When testing, one of the testers suggested adding additional styling to the leaderboard to make it a bit more exciting. After receiving this feedback, we added the "Gold, Silver, and Bronze" styling to the leaderboard.

**Deployment** - Told to ignore