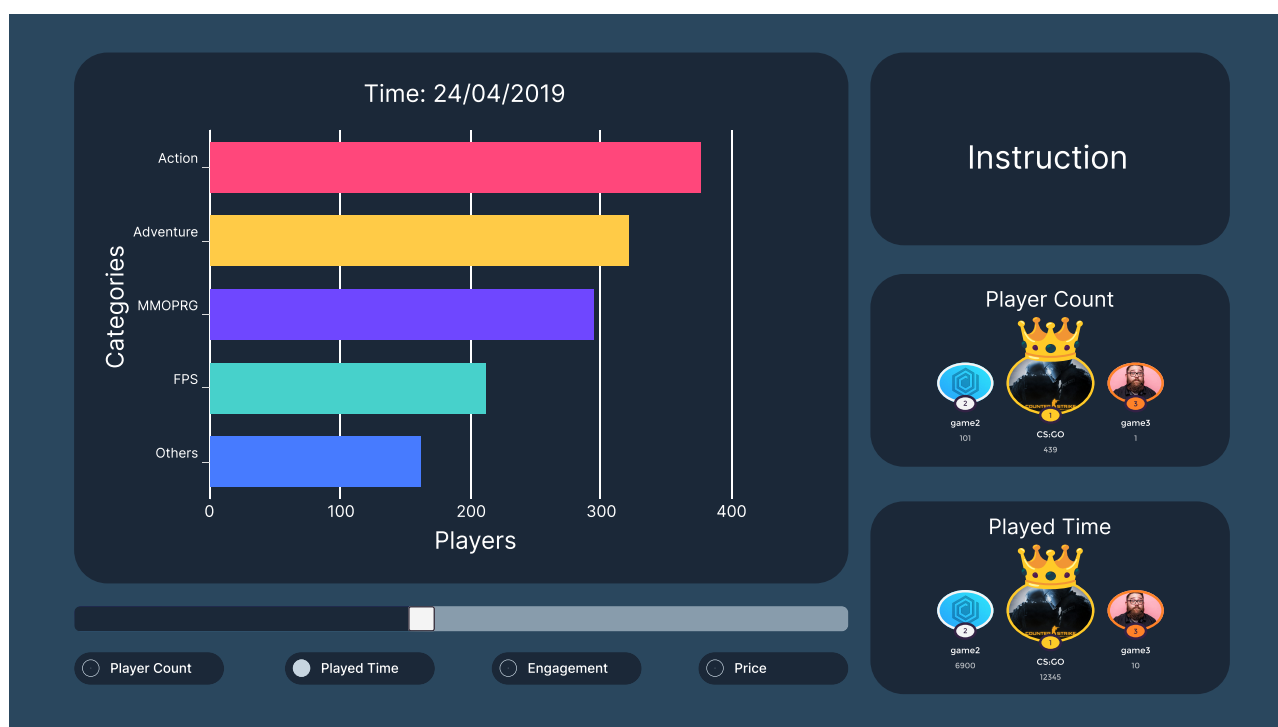


Players engagement with respect to game genres, on Steam public data - Milestone 2

Team "no preference"
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1 Sketches



The above figure is a website prototype we created on Figma. We would like to create an interactive bar chart and leaderboards for steam games through different metrics and time.

2 Tools

We will use **React** as the backbone of the website. Both bar chart and leaderboards will be created using **d3.js**. For a more clear and beautiful layout, we will also use **Material UI**. We need the bar chart guidelines from lecture 7 "Do's and don'ts" to show clear, detailed and accurate labels and scale for the bar chart. We are inspired by attribute reduction from lecture 5 "Interactions, views", where we only shows the best game in specific metric.

3 Implementation goals

3.1 Minimal viable product

Three importance features will be implemented as minimal viable product:

- An instruction box that explains how to interact with the website
- An interactive bar chart with sliders that allow users to navigate through different metrics (player count, play time) and time
- Leaderboards that display the best game in different metrics through time

3.2 Extra ideas

We came out with one creative and challenging feature as extra idea:

- Clickable bar chart that triggers individual pop-up for displaying the best game in different genre

4 Website

Our website is currently running using **github-pages** on:

<https://com-480-data-visualization.github.io/project-2023-no-preference/>