1. Describe what data is stored in the database. (Where is the data from, and what attributes and information would be stored?)

All of the attributes/fields currently stored in the database are described here: https://data.world/craigkelly/steam-game-data/workspace/project-summary?agentid=craigkelly&datasetid=steam-game-data.

To briefly summarize, there are 78 fields stored that essentially describe different attributes of various STEAM games. These data fields include descriptions of the genre, the description of the game, hardware requirements, categories, price, age requirements, and much more. The data was compiled by a user named CraigKelly, and the GitHub for their project can be found here.

2. What are the basic functions of your web application? (What can users of this website do? Which simple and complex features are there?)

First, users can create a profile with the basic login information and then are allowed to modify their profile later on as well. Users can search for the titles of video games using the filtering and search features. When a user searches for a title, our app will query the database and retrieve certain attributes of the related video game. The dataset provides a plethora of information (78 columns) and the user should be able to specify if they want further information such as the description/about section for a video game.

3. What would be a good creative component (function) that can improve the functionality of your application? (What is something cool that you want to include? How are you planning to achieve it?)

The creative component of this project would be that a user of this application would be able to find new games to play based on genre, description, price, and platform inputs. This would allow the user to seamlessly explore new games without having to search the internet for new games. Also, this feature would not return just 1 game that's 'matched' to the user's specifications, but multiple games that are ranked by # of downloads, price, or other factors they wish to interactively sort it by.

To achieve this we plan on using a good number of the 79 columns listed to allow the application to be user-friendly and interactive. By using different columns to act as different filters, and by allowing the returned results to be ranked by some sort of similarity matching we can achieve the level of user interactivity that we desire.

4. Project Title: Game Finder

5. Project Summary: It should be a 1-2 paragraph description of what your project is.

Our project will allow users to find new games to play with ease. It comes with features to search for a game just based on a few key words. We plan on implementing this using a similarity function (possibly LIKE in SQL) to extract keywords so that the user can find a matching game. Users can also find a game through some preset filters. The ones we plan on using are Genre, Price, Platform, and Rating. We're planning to preset searches to this filter (if the user doesn't want to use the search by words by feature) as these filters are pretty general and will produce good results.

After the user performs the search, the results will appear below. These results can then be sorted by the user using a drop down feature. Sorting will allow the user to refine through more filters like number of players, language, application size, and more. We are planning on trying to implement a way to create a new database which corresponds to new games found and the keywords searched to find this game. This will be based on user feedback so that maybe in the future the searching for a game based on keywords will be done using this new database.

6. **Description** of an application of your choice. State as clearly as possible what you want to do. What problem do you want to solve, etc.?

Gaming has become increasingly complex in recent years. Users constantly need to know what computer requirements are needed to play certain games, external hardware support, etc. Our product will allow people to easily access this information, as well as other important attributes such as price and genre, to figure out if the game is the right fit for them.

Additionally, gaming has become increasingly popular, and with hundreds of thousands of games on the market, our product aims to filter a catalog for a user based on what the user is looking for in a game. For example, a user can input that they are looking for a horror game and our product will display the catalog of games that match what they filtered for.

7. **Usefulness**. Explain as clearly as possible why your chosen application is useful. Make sure to answer the following questions: Are there any similar websites/applications out there? If so, what are they, and how is yours different?
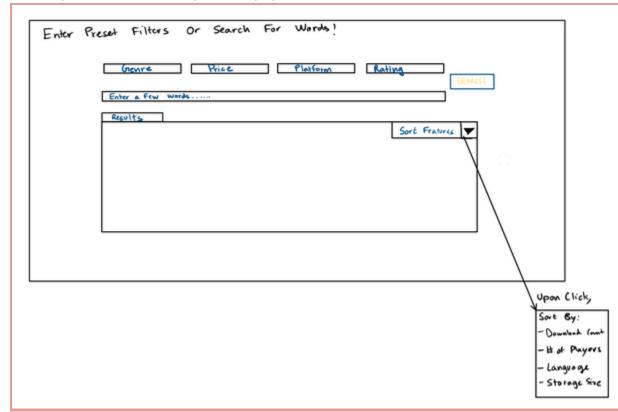
Plenty of applications and websites such as Steam and Epic Games have libraries that compiles all their games and related information. Our application will share a lot of the useful features with these libraries. However, our application will be dedicated to this feature and will make searching up games and their attributes incredibly easy for users.

Websites such as steam and epic games can't sort by more niche attributes such as "computer hardware requirements" so if a user wants to determine if they are able to even play the game they would have to search the game up and scroll to find the hardware requirements. Our platform will make this easier and allow users to sort by this category as well as others.

8. **Realness**. Describe what your data is and where you will get it.

Our data is a compilation of game titles and the related game attributes. The data contains information such as a game's computer requirements, age requirements, price, etc. We can retrieve this data from the "Steam Game Data" link in the provided TA dataset doc.

9. Description of the **functionality** that your website offers. This is where you talk about what the website delivers. Talk about how a user would interact with the application (i.e., things that one could create, delete, update, or search for). Read the requirements for stage 4 to see what other functionalities you want to provide to the users. You should include:

1. **A low-fidelity UI mockup**: What do you imagine your final application's interface might look like? A PowerPoint slide or a pencil sketch on a piece of paper works!

2. **Project work distribution**: Who would be responsible for each of the tasks or subtasks?
List of the person responsible for which exact functionalities in section 6. Explain how backend systems will be distributed across members. Be as specific as possible as this could be part of the final peer evaluation metrics.

Advait - Search Bar
Twinkle - Filters
Ronje - Sort Feature
Tamir- New Database creation

We will work together to understand how to pull the data efficiently so that our application can run smoothly.