

Project Proposal:

Week 1 - Team 2

1. **Team Number:** 2
2. **Team Name:** Digital Dash (Digi Dash)
3. **Team Members:**

| Name: | GitHub username: | Email address: |
|-------------------|--------------------|-----------------------|
| Keith Bates | SlickFern/dnerever | keba6138@colorado.edu |
| Kimberly Marthias | kima3129 | kima3129@colorado.edu |
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| Harrison Pena | SchoolHob | hape2715@colorado.edu |

4. **Application Name:** GameRole → A roll of the dice for your next game recommendation

5. **Application Description:**

Our application is focused for gamers or people who are looking to get into gaming who need a new game to play. Two of our main focuses for this application to be a simplistic, random game generator, so that users can spend more time gaming and less time deciding what to play. The application will consist of four main pages; a login page, register page, recommendation page and a user page.

For our login and register page, we are hoping to implement something similar to past labs, additionally passwords will be encrypted. Initially, we are planning for the application to open up on just the random list of cards of games that users can click through. Prior to logging in the user will not be able to save or like any of the suggestions. If “like” or “save” is clicked and the user is not logged in then the user will be prompted with the login in page. With-in the recommendation page, a single game, with the title, image and other information about the game will be shown. Our main focus is simplicity, and so we are looking for a modern design with only one game shown at a time. Within the recommendation page, the user will only be able to go to the next game, and not be able to go to a previous game.

We are hoping to create a simplistic application that people interested in gaming can hop on quickly, find a fun, random suggestion and then get back to the game.

6. **Vision Statement:**

For gamers, who are looking for their next favorite game. The Digital Dash is a game recommendation website that specializes in simplistic but meaningful game recommendations . Unlike most other recommendation platforms, our product is pleasing to look at and easy to use.

7. **Version Control:** [GitHub Repository](#)

8. **Development Methodology:** Included in GitHub repository.

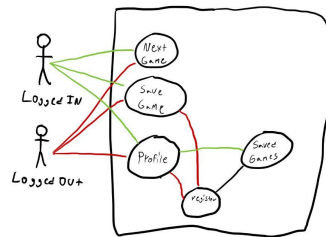
9. Communication Plan:

Communicate through text group chat. Updates of what's been accomplished in the past week will be given during Sunday team meetings.

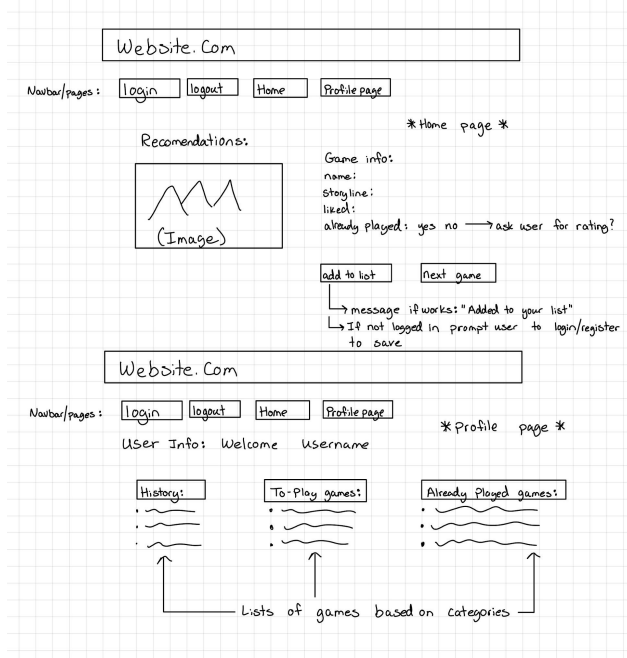
10. Meeting Plan:

- **Team Meeting:** Tuesday's 12:30-2:30 in person (meeting room on campus either engineering library or rustandy law building)
- Thursday's 1:00-2:40pm group work in recitation
- Sunday 2:00-2:30pm - zoom meeting (possible partner coding in breakout rooms if needed)
- **Weekly meeting with TA:** Mondays 3:30-3:45pm on Zoom

11. Use Case Diagram:



12. Wireframes: Rough sketch of what our website will look like



Project Idea Brainstorming:

- Game basis
 - Reviews
 - Walkthroughs
 - Search by game rating and category
 - Forum (Not a priority) (maybe social media)
 - Provide game recommendations (Start with simple recommendations, less logic, maybe rando with limited filters)
 - Game side by side comparison
 - Prompt for liked games/genres (on account creation) to generate recommendations
 - User profile that shows
 - Tagline: "More time gaming, less time searching"
 - Newsletter sent to a users email

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Name Ideas:

- Ludo
- Digital Dash
- Listo
- Gameweed
- Gama Shuffle
- GameRoll

UI Elements

- App Name
- Login
- Current Game Recommended
- Next Game
- Save Game

Possible Features

- History
- Game of the Week
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<https://namelix.com/app/?keywords=recommendation+>

Similar Ideas:

[Goodreads.com](https://www.goodreads.com)

Data/APIs:

[IGDB \(Game API\)](https://www.igdb.com)

[Rapid API \(Video Game db\)](#)
[Steam Game data \(.csv or .json\)](#)