Our project idea is to create a semi-anonymous matching service for gamers. Multiplayer games have their own match making systems which matches users with other random users over the anonymity of the internet. We intend to improve that match making system by having the users complete a profile stating their most played games, how frequent and how long they usually play, their “gaming schedule”, etc. Our service would match users on their similar aspects.

We intend our system to be used by people who play multiplayer video games but doesn’t have friends who play the same game as them. These users would wish to develop friendships online opposed to only play with random people online every time they play. We intend our system to be used by matching people who want to play right away and by matching people with offline people based on their profiles. The first “mode” is for people who instantly want to play while the second “mode” is for people who wishes to develop long lasting friendships.