

Game Hub - Phase Implementation Progress Report

Generated: December 26, 2025 Branch: refactor/comprehensive-cleanup

Executive Summary

Game Hub is a unified game library aggregation platform. This report details the implementation status of all development phases.

Phase	Name	Progress	Status
1	Foundation	100%	Complete
2	Multi-Platform	100%	Complete
3	Intelligence	35%	In Progress
4	Social	5%	Planned
5	Journal	0%	Planned

Phase 1: Foundation - 100% Complete

Steam Library Sync

Status: Complete

- Full Steam Web API integration with rate limiting (200 requests/5 minutes)
- Fetches owned games and playtime data
- Achievement sync with privacy detection
- Automatic "playing" status for recently played games
- Sets `completed_at` when 100% achievement completion reached

Key Files:

- `src/lib/actions/steam-sync.ts`
- `src/lib/steam/client.ts`
- `src/app/api/auth/steam/`

IGDB Metadata Enrichment

Status: Complete

- IGDB API integration with OAuth token caching (50 days)
- Cover art, descriptions, genres, developers, publishers, release dates
- Batch enrichment for entire library
- Platform-specific filtering
- Field locking to prevent overwriting user-edited data

Key Files:

- `src/lib/actions/games/enrichment.ts`
- `src/lib/igdb/client.ts`

Manual Backlog Management

Status: Complete

- 6 status options: unplayed, playing, played, completed, finished, on_hold
- 3 priority levels: high, medium, low
- Kanban-style UI with collapsible columns
- Search and filter functionality
- Quick "Start Playing" action

Key Files:

- `src/app/(dashboard)/backlog/page.tsx`

Per-Game Notes & Status

Status: Complete

- Notes field (TEXT)
- Personal rating (1-10)
- Completion percentage tracking
- Custom tags (up to 10)
- Field locking to prevent sync overwrites
- Physical copy indicator

Key Files:

- `src/components/modals/GameFormModal.tsx`
-

Phase 2: Multi-Platform - 100% Complete

PlayStation Network Sync

Status: Complete

- NPSSO token authentication with auto-refresh
- Trophy fetching (bronze, silver, gold, platinum)
- Library sync with playtime data
- Profile data (PSN ID, avatar, trophy level)
- Platform normalization (PS5, PS4, PS3, PS Vita)

Key Files:

- `src/lib/actions/psn/auth.ts`
- `src/lib/actions/psn-sync.ts`
- `src/lib/psn/client.ts`

Xbox Live Integration

Status: Complete

- OpenXBL API authentication
- Achievement fetching with gamerscore
- Library sync with device/platform tracking
- Profile data (gamertag, avatar, gamerscore)
- Filters out PC-only games

Key Files:

- `src/lib/actions/xbox/auth.ts`
- `src/lib/actions/xbox/sync.ts`
- `src/lib/xbox/client.ts`

Cross-Platform Friend Comparison

Status: Complete

- Search users on PSN, Xbox, and Steam
- Side-by-side stats comparison
- Common games detection with progress comparison
- Platform-specific stats (trophy level, gamerscore)
- Self-comparison prevention

Key Files:

- `src/lib/actions/compare/index.ts`
- `src/app/(dashboard)/friends/page.tsx`
- `src/components/compare/`

Achievement Tracking

Status: Complete

- Cross-platform achievement aggregation
- Per-platform breakdown (Steam, PSN, Xbox)
- Perfect games tracking (100% completion)
- Almost complete games (90-99%)
- Hall of Fame display

Key Files:

- `src/lib/actions/achievements.ts`
- `src/app/(dashboard)/achievements/page.tsx`
- `src/components/achievements/`

Epic Games Integration

Status: Complete

- OAuth authorization code flow authentication
- Library sync with pagination support
- Metadata enrichment (covers, descriptions, developers)
- DLC/non-game content filtering
- Account linking/unlinking in Settings UI
- Sync logs integration

Key Files:

- `src/lib/actions/epic.ts`
- `src/lib/epic/client.ts`
- `src/components/settings/EpicSettings.tsx`

Note: Epic Games doesn't provide playtime or achievement data via their API

Phase 3: Intelligence - 35% Complete

Smart Recommendations

Status: Not Started

- No recommendation algorithms exist
- No "What to play next" AI suggestions
- Backlog shows manual "Play Next" (first high-priority game)

Priority Queue System

Status: Complete

- Three priority levels: High (Play Next), Medium (When Ready), Low (Someday)
- Kanban-style layout with collapsible columns
- Color-coded styling (red/amber/blue)
- Quick actions for starting games
- Database: `priority` column in `user_games`

Custom Tags

Status: Complete

- Tag array storage in database (`tags TEXT[]`)
- Tag input/display in game forms
- Filter backlog by tags
- Special 'adult' tag handling

Custom Lists

Status: Schema Only (No UI)

- Database tables exist: `custom_lists` , `list_games`
- RLS policies implemented
- **Missing:** UI for creating/managing lists
- **Missing:** Server actions for CRUD operations

Playtime Analytics

Status: Partial

Implemented:

- `game_sessions` table tracking play sessions
- `getUserStats()` returns basic aggregations
- Session tracking with Steam sync
- Daily playtime summary view

Missing:

- Stats page visualizations (placeholder only)
- Charts and graphs
- Genre/platform breakdown
- Activity heatmaps
- Trend analysis

Phase 4: Social - 5% Complete

Persistent Friend Lists

Status: Read-Only

- Friend comparison works (Phase 2)
- No persistent storage of friend lists
- "Coming Soon" placeholder on friends page

Activity Feeds

Status: Not Started

- No activity tracking tables
- No feed components

Leaderboards

Status: Not Started

- Only type definition exists (`has_leaderboards boolean`)
- No ranking systems

Session Planning

Status: Tracking Only

- Session recording implemented
- No scheduling or planning features

Release Calendar

Status: Data Only

- `release_date` field in games table
- No calendar UI

Price Tracking

Status: Not Started

- No price fields in database
- No tracking logic

Phase 5: Journal - 0% Complete

Screenshot Aggregation

Status: Not Started

- No storage integration
- No screenshot tables

Gaming Journal

Status: Not Started

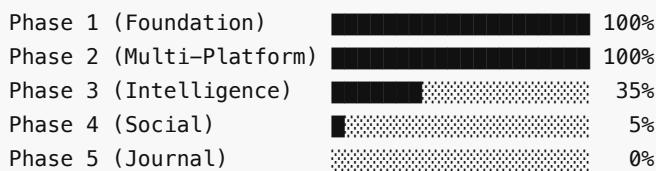
- Placeholder text on stats page
- No journal tables or UI

Timeline Views

Status: Not Started

- `game_sessions` could support timelines
- No visualization components

Visual Progress Summary



Recommendations for Phase 3 Completion

1. Stats Page Visualizations

- Add charting library (Recharts or Chart.js)
- Implement playtime graphs and completion charts
- Create genre/platform breakdown visualizations

2. Custom Lists UI

- Create list management page
- Add list creation/editing modals
- Integrate list filtering into library page

3. Recommendation Engine

- Analyze user's completion patterns
- Consider genre preferences and playtime
- Implement "What to play next" suggestions

4. Activity Heatmaps

- Use `game_sessions` data
- Create calendar heatmap component
- Show daily/weekly/monthly patterns

Technical Debt & Known Issues

1. **Xbox Playtime** - API doesn't provide playtime data
2. **Epic Games Playtime/Achievements** - API doesn't provide this data
3. **Steam Rate Limits** - Achievement fetching limited to top 20 games in comparisons
4. **Stats Page** - Currently a placeholder with no real data visualization