Game Hub - Product Roadmap

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Overview

Game Hub is a unified game library aggregation platform that solves the fragmentation problem for multi-platform gamers. This roadmap outlines the phased implementation of features across five major releases.

Phase 1: MVP ✓ Complete

Foundation and Steam Integration

Feature	Description	Status
Steam Integration	OAuth authentication, library sync, achievement tracking	✓ Complete
IGDB Metadata	Game cover art, descriptions, developer/publisher info, genres	✓ Complete
Library Display	Dashboard view, full library page, game detail pages	✓ Complete
Manual Backlog	Priority-based columns, status tracking, search & filters	✓ Complete
Per-Game Notes	Personal notes attached to each game in library	✓ Complete

Phase 2: Multi-Platform Support — 85% Complete

Expanding beyond Steam to major gaming platforms

Feature	Description	Status
PlayStation Network	NPSSO authentication, trophy sync, playtime tracking	✓ Complete
Xbox Live	OpenXBL integration, achievements, gamerscore tracking	✓ Complete
Epic Games Store	OAuth flow, library sync, GraphQL metadata fallback	✓ Complete
Achievement Tracking	Unified view, platform breakdown, completion stats, rarity	✓ Complete
Friend Comparisons	Compare libraries and achievements with friends	⚡ In Progress
└── PSN Comparison	Trophy comparison, common games, playtime stats	✓ Complete
└── Xbox Comparison	Achievement comparison, gamerscore comparison	✓ Complete
└── Steam Comparison	Library and achievement comparison	⚠ Disabled (API issues)

Phase 3: Organization & Discovery — 50% Complete

Tools for managing large libraries

Feature	Description	Status
Priority System	High/medium/low priority levels for backlog management	✓ Complete
Custom Tags	User-defined tags for categorizing games	✓ Complete

Duplicate Detection	Find and merge duplicate game entries across platforms	✓ Complete
Hidden Games	Hide games from library view with blur effect	✓ Complete
Ownership Status	Track owned, wishlist, and physical copies	✓ Complete
Locked Fields	Prevent platform sync from overwriting custom edits	✓ Complete
Custom Lists	User-created collections and curated lists	⚠ Schema Ready
Intelligent Recommendations	AI-powered game suggestions based on library	○ Planned

Phase 4: Social & Planning — 25% Complete

Session management and community features

Feature	Description	Status
Session Tracking	Auto-detect currently playing, duration tracking	✓ Complete
Session History	View past gaming sessions with daily summaries	✓ Complete
Active Session Widget	Dashboard widget showing current session	✓ Complete
Sync Progress Modal	Real-time feedback during platform syncs	✓ Complete
Console Filter	Platform-aware filtering with generation support	✓ Complete
Theme Support	Dark/light mode toggle	✓ Complete
User Search	Find friends on PSN and Xbox	✓ Complete
Session Planning	Schedule future gaming sessions	○ Planned
Friend Lists	Persistent friend management across platforms	○ Planned
Activity Feeds	See what friends are playing	○ Planned
Leaderboards	Compare stats with friends and globally	○ Planned
Release Calendar	Track upcoming game releases	○ Planned
Price Tracking	Monitor prices across storefronts	○ Planned

Phase 5: Content & History — Planned

Capturing and reflecting on gaming experiences

Feature	Description	Status
Screenshot Aggregation	Collect screenshots from all platforms	○ Planned
Gaming Journal	Personal log of gaming experiences and memories	○ Planned
Timeline Views	Visual history of gaming journey over time	○ Planned
Year in Review	Annual gaming statistics and highlights	○ Planned

Legend

Symbol	Meaning
✓	Complete
⚡	In Progress
⚠	Partial/Blocked
○	Planned

Technical Foundation

Supported Platforms

- Steam (Web API + OpenID)
- PlayStation Network (PSN API)
- Xbox Live (OpenXBL)
- Epic Games Store (OAuth + GraphQL)

Core Technologies

- **Framework:** Next.js 16 with App Router
- **Language:** TypeScript (strict mode)
- **Database:** Supabase (PostgreSQL)
- **Styling:** Tailwind CSS 4.0
- **UI Components:** shadcn/ui + Radix UI
- **Game Metadata:** IGDB API

Next Priority Items

1. **Custom Lists UI** — Database schema ready, needs frontend implementation
2. **Steam Friend Comparison** — Re-enable once API issues resolved
3. **Session Planning** — Add scheduling interface to existing tracking system
4. **Friend Lists** — Persistent cross-platform friend management

This roadmap is a living document and will be updated as development progresses.