Project Title

SteamPicker – the perfect app for those gamers, be they novices or experts, who struggle finding the best suitable game for them to play, if they want to try out something new. Dataset is named steam_games.

Brief Description

You are supposed to create an app that will be used to help gamers to keep track of their favorite games or discovering new ones, by allowing them to manage a database of games on the Steam platform.

Dataset Description

You are provided with a dataset from kaggle.com website, which includes only one .csv file (use this link to obtain it). It contains the data of all 55691(as of November, 8th 2022) computer games (not including any secondary content) on the online PC gaming store Steam. Reassure that you represent the data in your app correctly, as all these games are real products. Rows (including the last one) end with '\n', fields of one row are separated with semicolons. It is guaranteed that all fields are of format specified below.

•Columns Description:

1. **App ID** - ID of product as allocated by Steam.
2. **Name** - Product name.
3. **Short description** – Description used by the developer of a game.
4. **Developer** – Name of the developer(s).
5. **Publisher** - Name of the publisher(s).
6. **Genre** - The genre(s) that the game is in (assigned by the developer).
7. **Tags** - The tags that have been assigned to the game (by the users).
8. **Type** - Whether the product is a game or hardware (non-game software is also labelled as a game, so you should use the tags to identify those products).
9. **Categories** - The categories/features that the game has (assigned by the developer).
10. **Owners** - An approximate number of owners, according to Steam Spy database.
11. **Positive Reviews** - The number of positive reviews the product has.
12. **Negative Reviews** - The number of negativereviews the product has.
13. **Price** - The price of the game in USD.
14. **Initial Price** - The price of the game in USD at launch.
15. **Discount** - What percentage sale the product was off by as of 2022/11/8.
16. **CCU** - Amount of concurrent players at peak as of as of 2022/11/8.
17. **Languages** - The languages that the product is available in.
18. **Platforms** - What operating systems the product is available on.
19. **Release date** - When the product was first released.
20. **Required age** – The age the user needs to be over to legally purchase the game.
21. **Website** - The website of the developer/publisher of the product.
22. **Header Image** - A link to the header image of the game.

The way you store data when create an application can be any, but a .csv file is preferable. It is also worth noting that columns 8, 13 - 16 can be deleted from the dataset right away at the beginning of your work, as they appear not to be correct.

Forward on I'll be using the notion "rating", and by "rating" I mean, as in best traditions of a Steam platform, the ratio of positive reviews to all reviews, shown as a percentage (for example, if the game has 95 positive reviews out of 100, its rating will be 95%) + the name of a category of a rating. Possible gradations of ratings are as following:

- 95 - 99%: *Overhwelmingly Positive*
- 94 - 80%: *Very Positive*
- 80 - 70%: *Positive*
- 70 - 79%: *Mostly Positive*
- 40 - 69%: *Mixed*
- 20 - 39%: *Mostly Negative*
- 10 - 19%: *Negative*
- 5 - 19%: *Very Negative*
- 0 - 4%: *Overwhelmingly Negative*

User Interface (UI)

•Design

—App's logo

It might be a good idea to somehow include the original Steam logo, as it should suggest that your app works with games published Steam, however it is up to you.

—Color Palette

Use, preferably, some blue-ish colors, which appeal to you the most.

—Font

Of your choice, but general preference is minimalism. Also, try to stick to one or two fonts overall.

•Attributes and Features

Here you can find a rough sketch of what the main page should include (Fig. 1).

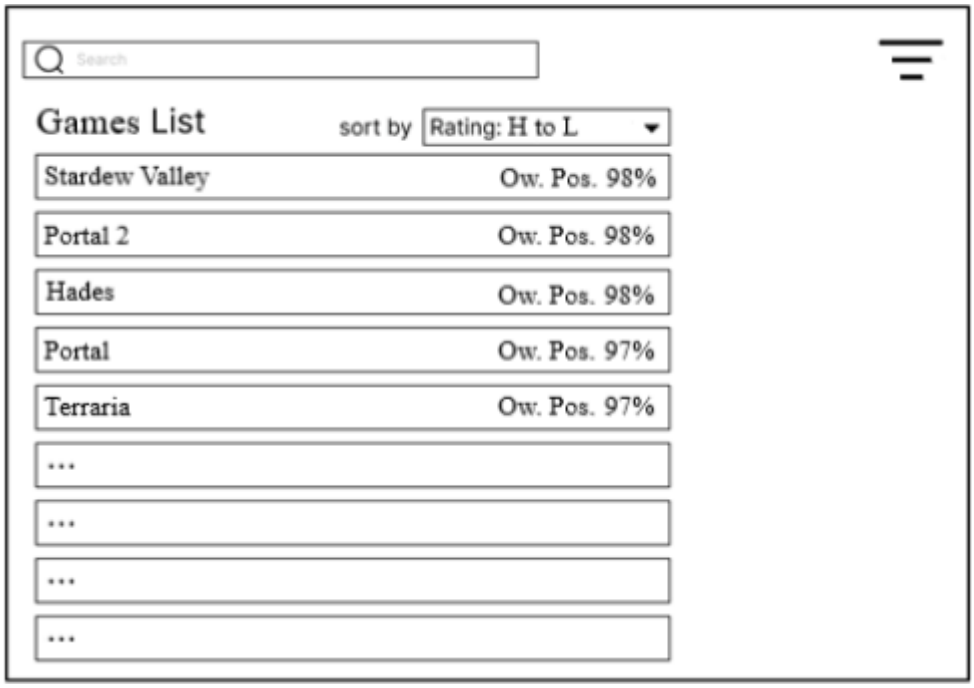

Figure 1: main window

On the main window there is a list of all games (or a portion of it, similarly to the concept of “pages” in a browser app). Each game has its own card with its name and rating on it. User can use a search field to find a game by name. There is also a "sort by" field for quick sorting of the list.

Sort by:

- Rating: Highest to Lowest
- Rating: Lowest to Highest
- Release Date: Highest to Lowest
- Released Date: Lowest to Highest
- Name: From A to Z
- Name: From Z to A

By clicking the ‘filter’ button, the additional window will open (Figure 2). User can add a new game by specifying its characteristics and description. If user did not fill all gaps, the app will notify user about it. In this window user can get to use more filters.

Filters:

- Rating Range
- Release Date Range
- Genres
- Tags
- Categories
- Languages

- Developer
- Publisher
- Platforms

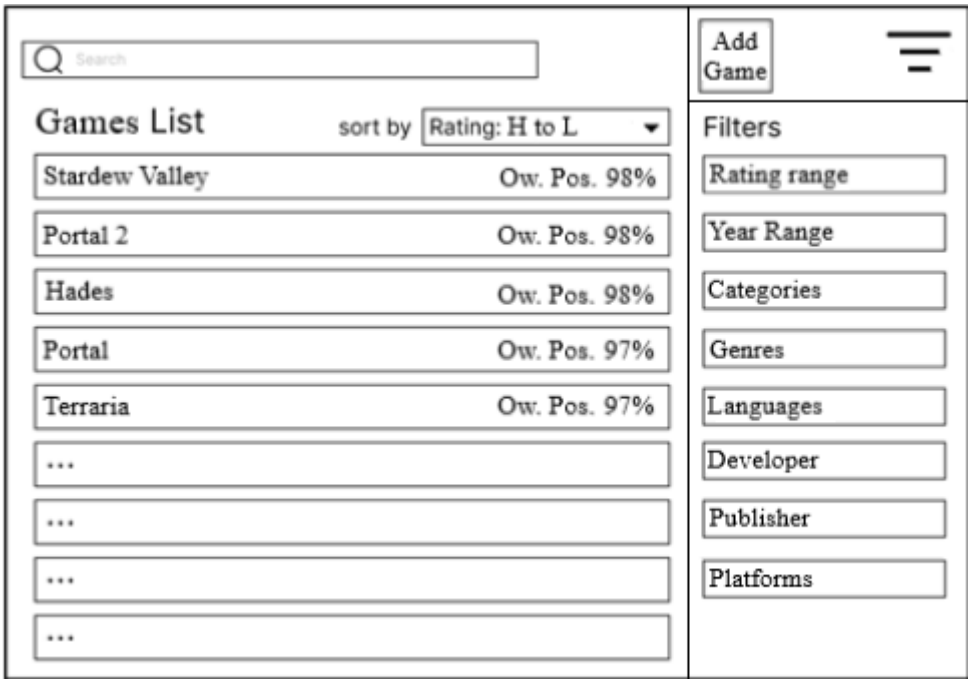

Figure 2: expanded main window

By clicking on the game card, the description window will open (Figure 3). User should see the whole description of a game (including the data from all the columns). There also needs to be a 'pencil' button, by clicking on which, the user is able to edit some information about a game. In the editing field user can delete a game from the dataset.

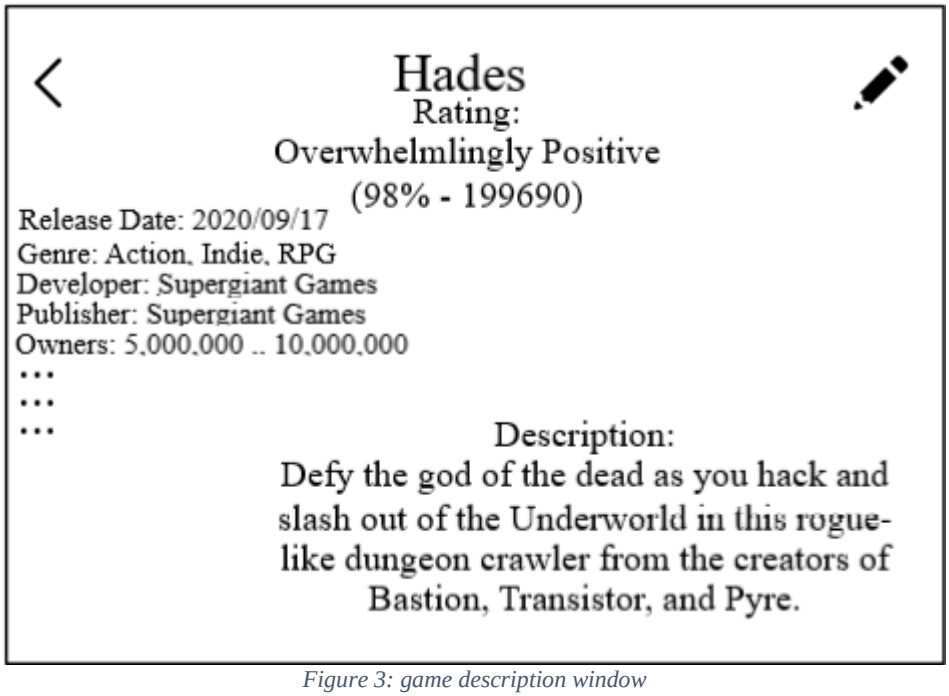

Figure 3: game description window

You can skip the part of including ALL the data, if you find it too daunting (for example, with the Genres, Tags and Categories columns).

Good luck <3