

Game Gurus

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Our Project

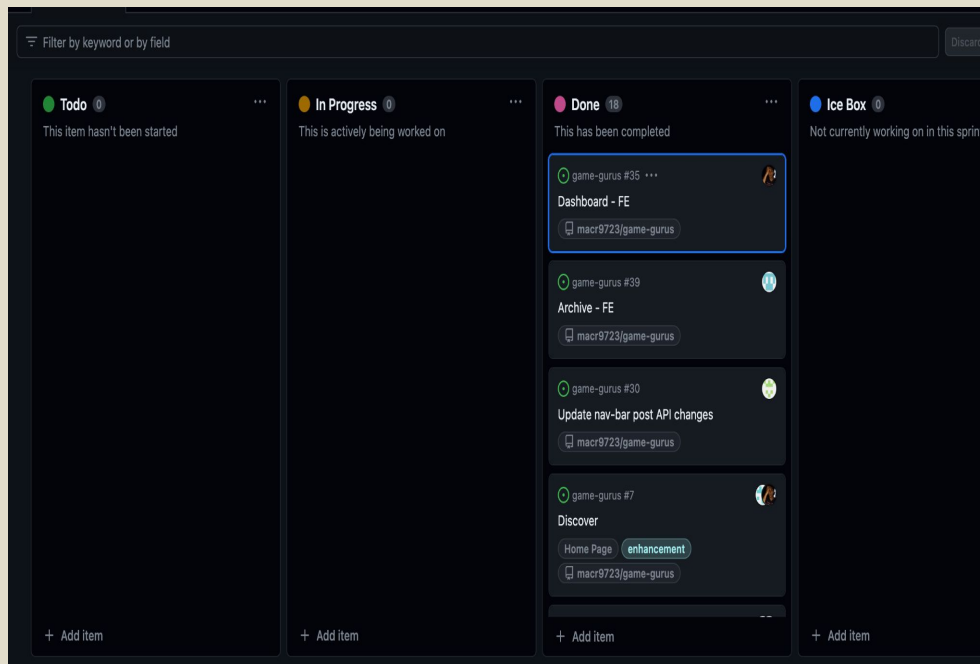
- Game Gurus is an interactive video game forum.
- Users have personal libraries of games, which are added from the archive.
- Archive acts as the master list, where users can filter results using genre and/or theme buttons.
- User dashboard allows users to access saved games.
- Homepage shows popular and new games, along with gameplay shorts.
- Search bar for finding specific games.
- Each game has its own gamepage that provides more information about the game:
 - Description
 - Release Date
 - Screenshots
 - Platforms
 - User reviews
 - Similar games



- VCS | 5/5

GitHub Project Board

- Project Tracking | $\frac{3}{5}$
- Agile Methodology(Kanban) | $\frac{3}{5}$





VSCode
◦ IDE | 5/5



PostgreSQL

PostgreSQL
◦ Database | 4/5



EJS

◦ UI Tool | 5/5



NodeJS
◦ Application
Server | 4/5

```
Project_Code > src > JS index.js > app.get('/discover') callback > popular_game_videos > data

513   });
514   }
515   .catch((err) => {
516     res.render("pages/userLibrary", {
517       games: [],
518       error: true,
519       message: err.message,
520     });
521   });
522 });
523
524 app.get('/dashboard', async (req, res) => {
525   const isLoggedIn = req.session.user !== undefined;
526   const findUserGames = `SELECT * FROM entries INNER JOIN games
527     ON entries.game_id = games.game_id INNER JOIN reviews
528     ON entries.review_id = reviews.review_id INNER JOIN users_to_entries
529     ON entries.entry_id = users_to_entries.entry_id
530     WHERE users_to_entries.username = $1
531     ORDER BY entries.entry_id DESC`;
532
533   db.any(findUserGames, [req.session.user.username])
534     .then(async (games) => {
535       const uniqueGamesMap = new Map();
536
537       games.forEach(game => {
538         if (!uniqueGamesMap.has(game.game_id)) {
539           uniqueGamesMap.set(game.game_id, game);
540         }
541       });
542     });
543
544   db.any(findUserGames, [req.session.user.username])
545     .then(async (games) => {
546       const uniqueGamesMap = new Map();
547
548       games.forEach(game => {
549         if (!uniqueGamesMap.has(game.game_id)) {
550           uniqueGamesMap.set(game.game_id, game);
551         }
552       });
553     });
554   res.render("pages/dashboard", {
555     games: [...uniqueGamesMap.values()],
556     isLoggedIn,
557   });
558 });
```

project_code-web-1 | Server is listening on port 3000
project_code-web-1 | Database connection successful
^Gracefully stopping... (press Ctrl+C again to force)
Aborting on container exit...
[+] Running 2/2
 Container project_code-web-1 Stopped 0.9s
 Container project_code-db-1 Stopped 0.1s
(base) alakhnaik@Alakhs-MacBook-Pro Project_Code % docker-compose down
anceled
[+] Running 3/3
 Container project_code-web-1 Removed 0.0s
 Container project_code-db-1 Removed 0.0s
 Network project_code_default Removed 0.1s
(base) alakhnaik@Alakhs-MacBook-Pro Project_Code %
* History restored
(base) alakhnaik@engr2-31-48-dhcp Project_Code %



IGDB

○ External API | 4/5



Azure

○ Deployment | 3/5



LucidChart

○ Wireframing | 5/5

The screenshot shows a web browser window with the URL `api-docs.igdb.com/#getting-started`. The page is titled "Getting Started" and features a sidebar on the left with navigation links: "Getting Started", "Account Creation", "Authentication", "Requests", "Rate Limits", "Wrappers", "Examples", "Endpoints", "Webhooks", "CORS Proxy", "Reference", "FAQ", "Support", and "License". The main content area includes a survey banner, an introduction to the IGDB API, a "START USING US NOW, IT'S FREE!" button, and a section titled "Account Creation" with a list of steps for setting up a Twitch account and application. The browser's address bar and tabs are visible at the top.

Getting Started

We're improving our API, help us with your feedback! [Take survey!](#)

One of the principles behind IGDB.com is accessibility of data. We wish to share the data with anyone who wants to build cool video game oriented websites, apps and services.

This means that you are not only contributing to the value of IGDB but to thousands of other projects as well. We are looking forward to see what exciting game related projects you come up with. Happy coding!

For a high level overview of our juicy data, check out the [endpoints section](#).

✔ START USING US NOW, IT'S FREE!

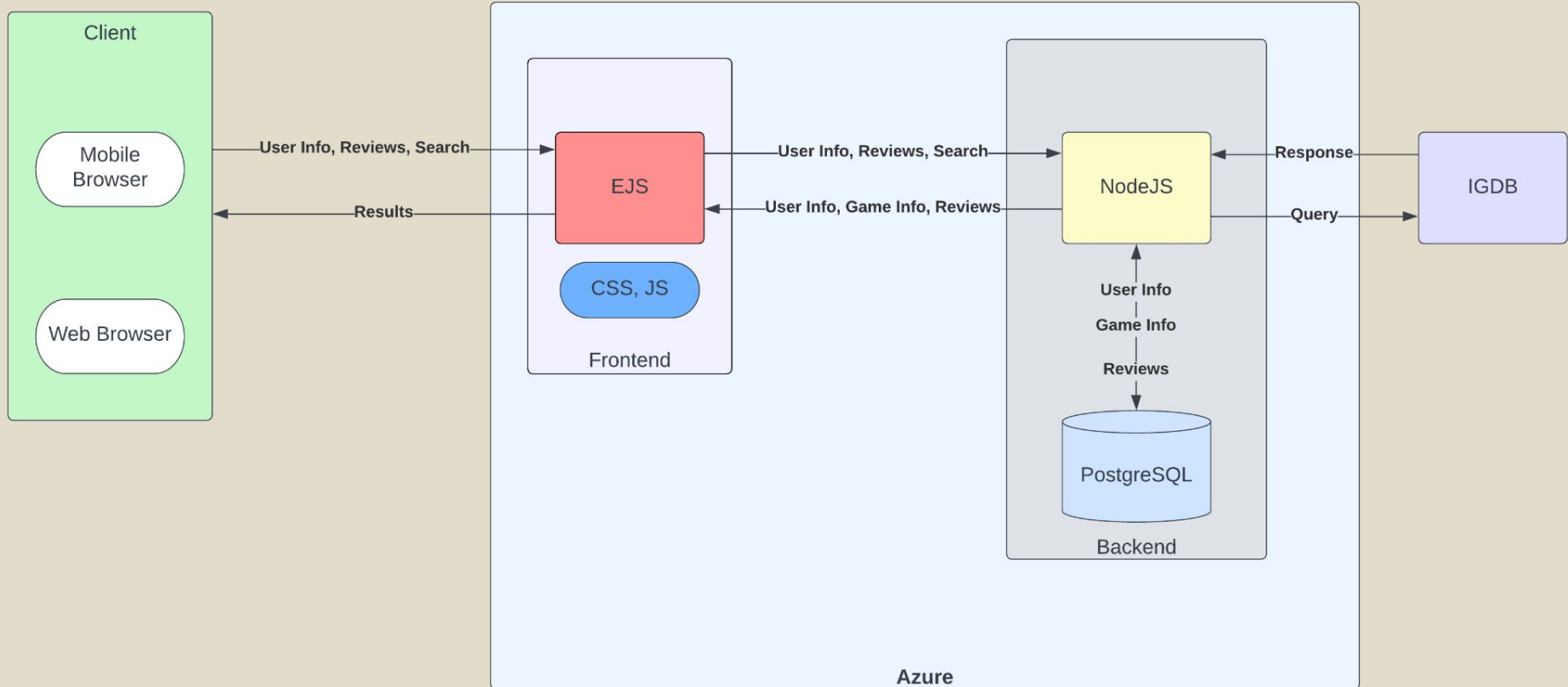
Account Creation

In order to use our API, you must have a Twitch Account.

1. Sign Up with [Twitch](#) for a free account
2. Ensure you have Two Factor Authentication [enabled](#)
3. Register your application in the [Twitch Developer Portal](#)
4. [Manage](#) your newly created application
5. Generate a Client Secret by pressing [New Secret]
6. Take note of the Client ID and Client Secret

The IGDB.com API is free for **non-commercial** usage under the terms of the [Twitch Developer Service Agreement](#).

Architecture Diagram



Challenges Faced

API

- trouble finding an API that gave us all the game information we were interested in
- solved by switching the API used, from 'Giant Bomb' to 'IGDB'
- Trouble with interpretation, solved with testing queries in postman
- Game information is much more up to date as a result of switching to IGDB, current Twitch partner.

Making the Database Structure

- figuring out how to set up our database structure in a way that connected reviews to games and users to reviews given reviews is the heart of our website
- got rid of some extraneous information and utilized game IDs from IGDB to simplify our tables
- Table structure became much more simple, which allowed flexibility between pages but resulted in more difficult queries

Demo

<http://recitation-11-team-05.eastus.cloudapp.azure.com:3000>