

CS410 Final Project Proposal

Name: GameSetMatch

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What is its function?

The purpose of GameSetMatch is to help gamers stay entertained! Big market games can often feel like the same experience. Call of Duty and Battlefield have differences, but they don't often feel like unique experiences. Gamers often find it difficult to find new, unique, fun, and rewarding experiences. GameSetMatch attempts to solve this by helping gamers find new games to play based on what they loved in the past.

Who will benefit?

Gamers are the main beneficiary. They get to enjoy their time more! Game developers and publishers can also benefit, however, by understanding what games want better, and being able to better market games in the future. Additionally, this idea is not limited to the game industry. Recommendation systems are quite popular amongst things like movies and TV shows as well.

Does something similar already exist?

Game clients like Steam and Origin have similar systems to recommend games to players, though these can be biased since they are developed by the company (whose ultimate goal is profit). Additionally, they are not always encouraging the player to explore a broader range of games, but my continue to push the developers / companies agenda.

What existing resources can we use?

Datasets of game reviews are a large resource, and also the main resource. Web structures such as Node.js and Express are used to ease the building of the website, so as to not make it such a large task.

What techniques / algorithms will be used?

GameSetMatch will have custom analysis to transform the user's input into a meaningful output. It will take user's real experiences and attempt to match them with other games they might enjoy. User profiles and a breadth of user input will strengthen this.

How will we demonstrate its usefulness?

To demonstrate its usefulness I will make a prototype product and showcase it by searching my favorite games. Showing how it can take a user's personal experience and give feedback off of this is the main method.