# IST256 Project Phase 2: The Plan

## [1] Blackboard Group Number.

Enter your blackboard Group number: 42

## [2] Group Members and their contributions to this deliverable

Enter the names of your group members and highlight their SPECIFIC contributions to the project for this phase. Please be as detailed as possible and remember that **each member of your group should contribute to writing code**.

|  |  |
| --- | --- |
| **Name** | **Summary of contributions to date (be specific as possible)** |
| Maya Schmidt | Help researching stuff for part 1 |
| Javier Canela Veiga | Hep researching and typing part 1 |
|  |  |

## [3] Feedback from Proposal

Explain how your project has changed (if at all) based on the feedback provided by your Faculty Mentor.

She approved the project.

## [4] Project Github Repository

Provide a link to your project’s GitHub repository. In this repository should be code examples your team has written which demonstrate you know how to use the project requirements in section [5].

<https://github.com/mschmi04-su/springfinalproject.git>

## [5] Project Requirements

Provide a list of Systems, API’s, Python Packages, Web Services, etc. you will believe you will require to complete your project, and include the purpose they serve within the scope of your program. For each explain what it is and provide a link to its source, so your Faculty Mentor can research them. **Include code samples in your project github repository which demonstrates your ability to use the resources you’ve chosen. It is expected at this point that you will try/experiment with far more resources than you will use in your final project.**

**API for getting information about the games that exist so that we can compare that information to the user input:**

Giant Bomb. (2019). *GiantBomb.com ~ Video Game Reviews, News, Videos &amp; Forums - Giant Bomb*. [online] Available at: https://www.giantbomb.com/api/ [Accessed 17 Apr. 2019].

**Things to help us use the GiantBomb API:**

steveYeah (2016). *steveYeah/PyBomb*. [online] GitHub. Available at: https://github.com/steveYeah/PyBomb [Accessed 17 Apr. 2019].

Root, L. (2017). *Part 2: Giantbomb API – New Coder*. [online] Newcoder.io. Available at: http://newcoder.io/api/part-2/ [Accessed 17 Apr. 2019].

**Documentation:**

Hutchbins, S. (2018). *pyBomb documentation*. [online] Buildmedia.readthedocs.org. Available at: https://buildmedia.readthedocs.org/media/pdf/pybomb/stable/pybomb.pdf [Accessed 17 Apr. 2019].

**Backup API for the same purpose in case we find out the first one doesn’t work:**

IGDB (2017). *igdb/igdb\_api\_python*. [online] GitHub. Available at: https://github.com/igdb/igdb\_api\_python [Accessed 17 Apr. 2019].

## [6] Program Design

Provide a high-level program design and flow for your project. This should mimic the final desired behavior of your project. This demonstrates to your Faculty Mentor that you’ve given some thought as to how the program will work and be demonstrated. Specifically, provide:

[6.1] Inputs

Genre, Platform, number of user reviews, original game rating

[6.2] Outputs

A recommended game or a message saying there’s no games that meet the criteria

[6.3] High-Level Algorithm (step by step, plain English no Python!)

1. have the user enter desired platform (ps3, xbox, etc.)

2. use the games\_client endpoint to narrow down the list of games to some reasonable amount, based on those criteria.

2a. get the ids for the games in this list. \*Going to be difficult because right now it returns a list of dictionaries

3. have the user enter desired genre

4. use the game\_client endpoint to fetch each game’s genre by id.

5. keep only the ones where the id matches the user input for desired genre

6. return these