

University of Nevada, Reno
Computer Science and Engineering
CS 420: Human-Computer Interaction

Team 12: Game?
Project Part 4: Prototype Implementation

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Use Cases:

Table 1: A list of use cases for demo purposes.

#	Use Case	Description
1.	Find a game of a certain genre	Go to parameter page and select a genre from the drop down menu.
2.	Find a game to play with a friend	Select # of players "2+" from the parameter page drop down menu
3.	Learn about the application	Navigate to the "about" page on the navigation bar.
4.	See other platform settings	Navigate to the "settings" page on the navigation bar.
5.	Learn more about a game	Click the "more info" button on the page for the game you want.
6.	Need to find a nintendo switch game because that's the only console they own.	Navigate to the parameters page and select "nintendo switch" from the platform drop down menu.
7.	Find a random game	Navigate to the parameters page and click the "GAME?" button at the bottom of the page.

Source Code:

Attached in the email will be P4_T12.zip which will contain the source code. The README.md file will contain instructions on running the program on Firefox through a bash command.

The website for team 12's project can also be found here: <https://nebunr.github.io/>

Contributions:

Table 2: A list of hours and activities that each team member spent time on.

Team Member Name	Time Spent	Portion
Benjamin Estela	3 hours	Home about, settings, and parameter pages.
Miles McDonald	3.5 hours	All game and parameter pages, JavaScript to go to random page.