

Nolan Waldschidt

Senior Seminar

Dr. Toone

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Game Clip Capture

My project is creating a program that saves 5 minute video clips to cloud storage after pressing a hot key. The first problem I'm trying to fix is that most of the already existing programs for this only save 30 seconds which is usually not long enough for the gameplay you want to capture. The next problem is the programs that do capture up to 5 minutes store on one of your personal drives and after a while that can build up so storing it on a cloud drive would be easier to get more storage and save room on your computer. The last problem I want to solve is that the programs that exist now don't capture the audio input from your computer, it only captures the game audio and sometimes other apps like discord.

The reason why I want to do this project is that I couldn't find a program that did what I wanted so I can capture clips of my game play and then post them to places like instagram or tiktok or just show them to friends. An outsider would need to understand why someone might want to share a clip or post it on social media. Software like this is a good tool if you're trying to make it on an esports team if they ask you to send some of your gameplay or if you're trying to become a content creator that does game play content.

For the methodology for it I will probably use ideas from the agile method like sprints and a project backlog so I can manage my time on my project and be able to have a good

working prototype by the end of the semester. I will also have to look how programs like OBS and even Nvidia reflex work, specifically how they capture specific windows and the audio and implement that in my project. I will also have to use some sort of database company like firebase or microsoft azure to create a database to store the videos and create a usable UI that is easy to navigate for users.

My desired outcome is to have something similar to Nvidia reflex but having the videos store in the cloud and record the audio input from the user as well as the output from the game.