Major Project Proposal 2022

# Defining the problem

Within the game Counter-Strike: Global Offensive (CS:GO) there exists a “lootbox” system where players pay real money for a case and a key to roll for a random item contained within, with the potential of receiving a rare item worth lots of money on the in-game marketplace called the “Steam Market” or external sites such as “Skinport” or “Skinbaron” which allow for users to cash out their items for real money by selling them to other players or the marketplace itself. This system presents the curiosity, if one were to have a large sum of money, how profitable would gambling it on CS:GO be? Which choice of case is most profitable long term? However, there is no capability within the game to simulate such an experience without the risk of spending copious amounts of your own money. My solution was to create a price accurate simulation of the case opening system within CS:GO, allowing users to purchase cases and sell items much alike to the game, without the aspect of spending actual money.

The idea comprises a website that simulates the case opening and item system in the game Counter-Strike: Global Offensive (CS:GO). The simulation would provide the user with a choice for their starting amount of money and allow them to purchase cases much like within the game. A case has a range of potential items contained within with varying value attached to each item, when a case is rolled a single item from within its contents is received. The odds of receiving each item in the case will be provided to the user, higher rarity items such as “Souvenir Weapons”, “Knives” or “Gloves” will have much higher value than other items. The simulation will allow the user to sell the items they receive to increase their balance and open more cases. Each case will have a different price depending on the rarity of the items within and the age of the case itself, as well as an accurate average market price for each item which will be scraped from an active source each time the site is loaded. The system will track the users wins and losses on case openings and allow them to look at their statistics once they either choose to end the simulation or run themselves completely out of money.

# Objectives and design specifications

## Objectives

* To create a game accurate case opening system
* Having price accurate items are updated automatically
* Progress storage of inventory items and balance
* Gain/loss tracking for evaluation

## Design Specifications

The main feature objective of the site is to provide a price accurate simulation, with the value of cases and items pegged to the current average prices for the item from online marketplaces. The aim is to utilise an API from the site “CS:GO Backpack” which provides average price data as JSON objects for all market items from the last 24 hours, week, and all time, updated every 8 hours. The software will fetch the price list upon start-up and store within the local storage of the browser, a feature will exist to refresh the stored price list after it is considered out of date.

# General discussion of interface design and interaction with user

# Social and Ethical factors, Ease of use, Copyright, Availability, Ergonomics, Inclusivity, Privacy

# Gantt Chart

**Gantt Chart included as a separate file with the project proposal ZIP file**

# Needs of the client and Issues relevant to the solution