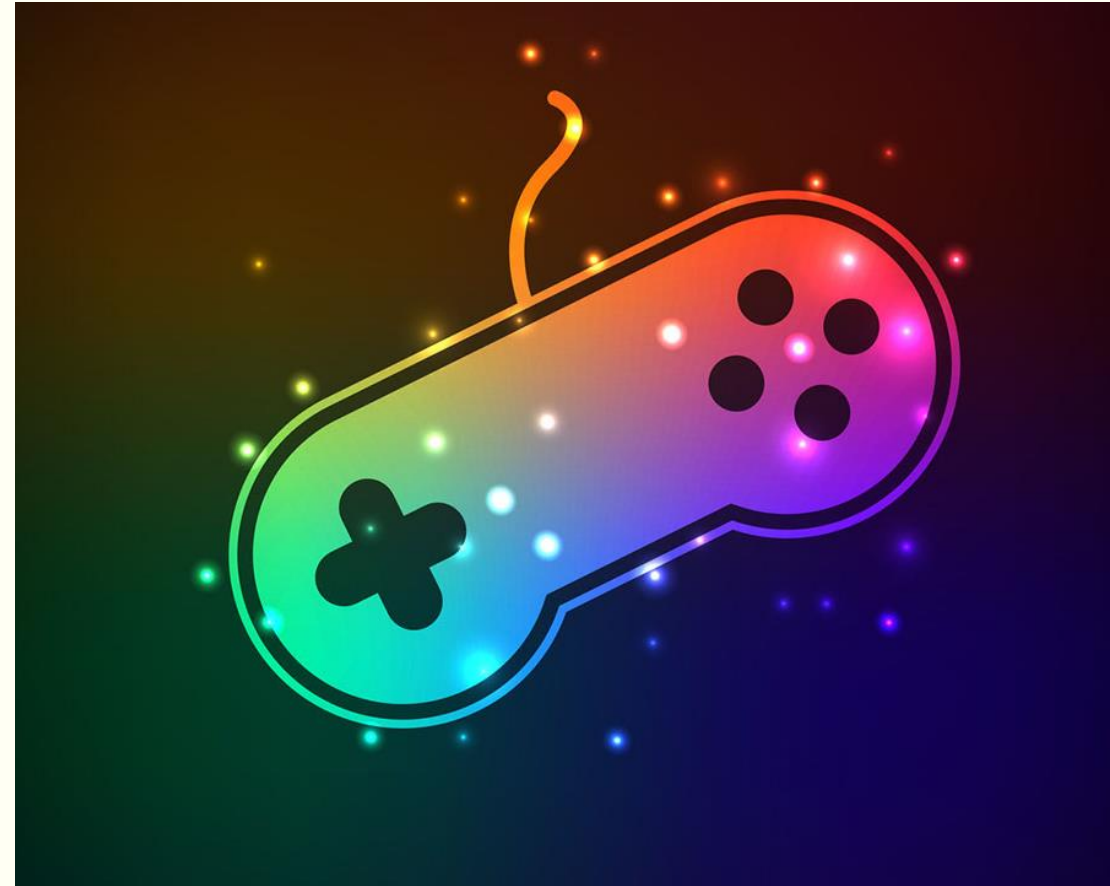# FIRST RATE GAMES

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Problem statement

- As both a novice and expert gamer, sometimes you wonder, what video games are the highest rated? What's one of the top games for 2016? What about for 2005? 2009?

- First Rate Games aims to solve this problem

- Regardless of one's gaming background, knowing current popular games and having historical gaming information will give that person ideas on games they may be interested in as well as understanding the evolution of each game genre

- Game generator based on user input
  - Year, Genre, Output Type

Project Objectives

- Create a simple user interface

- Create a RESTful web service that returns data in HTML and JSON format

- Find API for video games with ratings

   - "Gathering all relevant information about games in one place "
   - "One of the principles behind IGDB.com is accessibility of data. We wish to share the data with anyone who wants to build cool videogame oriented websites, apps and services."

- Based on user's entry, return the top rated games for the year the user has entered

Project Plan

	Bao	Paige	Bo
Week 1	Add config file/first class for API call	Setup general structure	Convert sample data to JSON
Week 2	No progress	No progress	No progress
Week 3	Problem statement and objectives	Project plan, front end stuff	Research API, map objects to JSON
Week 4	Unit tests, make code more testable	Front end stuff	Properties file, update game controller class
Week 5	PowerPoint	Documentation	Return random game

Obstacles, Findings, and Learning Points

- Creating code that's easily testable
  - Allows for more readable code

- The Chrome App "Postman" was a very useful resource in testing responses from our chosen API

- Relative vs. absolute path

DEMO TIME!