Advanced software engineering

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Project: Steambuddy - Games recommender

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Technology choices

The project use the following technology stack.

Project management

- Scrum/Kanban-Board

Frontend

- Angular
- Protractor (E2e testing)

Backend

- Java
- Spring-Framework
- JUnit

Software technology tools

- Pre-commit
- Sonarqube (?)
- CI-System (one of Travis, Gitlab, DroneCI, CircleCI)

Application epics

Database of games

Games are classified using Tags, Genres and Groups

Games consist of Title, Image, Description

User and group management

Membership (Tags, Genres, Groups) Friends

Users game collections

Users should be able to organize a collection of their games, which is the base for the recommendation of other games they do not yet own.

Game collection view

Users can view all the games from their collection.

Game detail view

- Adding games to my collection
- Rating games

Game recommendation system

The Core part of the application is a recommendation system which is able to find games the user might enjoy based on current games in the collection.

Games you like

- View to find games or recommend games of interest.

Games by genre

- Support pagination

Profile page

- Edit your name
- Search friends
- Add friends