Steam Clone

Project Summary

Many people buy and play video games from Steam, one of the most popular video game distribution platforms. However, when accessing the storefront web page, the interface is cluttered with redundant pages to filter by genre, ads for Valve products, and more. We want to devise a cleaner, minimalistic, and more intuitive version of the Steam website store dedicated for browsing games.

Description

“Steam Clone” is a solution to the chaotic, cluttered Steam front page that Valve, the company behind Steam, is responsible for. Our application provides a clean, sophisticated, and intuitive interface for users to interact with – ultimately improving their gaming experience as a whole. Steam is often regarded as a market leader in online gaming; with over 150 million users and over 50,000 games, it beats its competitors as a digital distribution platform. However, because of its lack of competition, there isn’t any incentive for the gaming giant to improve its outdated user interface. Our application serves as a solution to this problem and seamlessly integrates data from Steam to a modern front-end.

Usefulness

The most similar website to ours would naturally be Steam’s own website store, at https://store.steampowered.com/, https://store.steampowered.com/games/, and https://store.steampowered.com/search/, among other similar pages within Steam that allows browsing games. However, the website is quite complicated to use, with multiple redundant pages to browse games, is extremely cluttered with too much information, and does not present each game in the results in a concise and informative manner.

Our website will be a cleaner, minimalistic, and more intuitive version of the Steam website store dedicated for browsing games. For one, we will have a clear page for the sole functionality of browsing games. We will also keep the UI elements in the page to be just the ones needed to narrow down user preferences and present the results, making it more user friendly. Unlike the Steam website’s presentation of the results in a small row with barely any information about the game, we will present relevant distilled information that allows the user to determine if they want the game or not. Our simple version of the Steam website store will be useful because it will provide an intuitive and easy way for users to browse potential games they might like in an enjoyable manner.

Realness

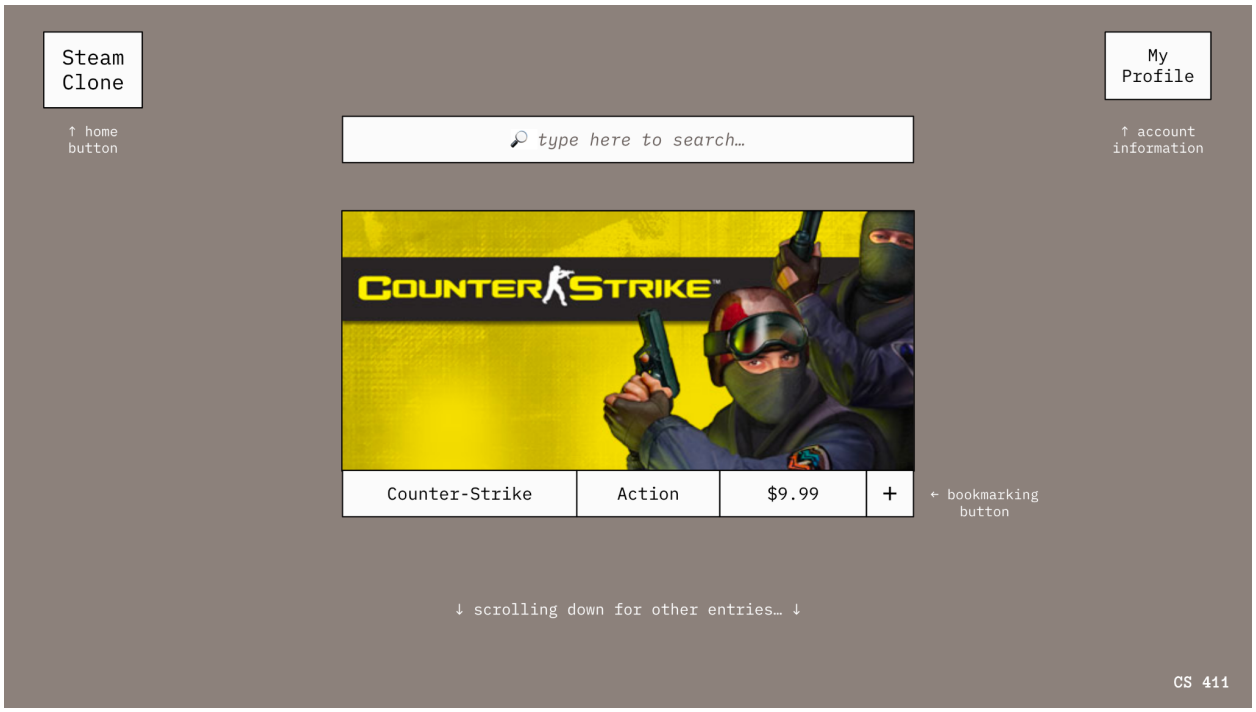
We are using one of the CS 411 provided datasets, the Steam Game Data dataset from data.world. The source is at https://data.world/craigkelly/steam-game-data. The dataset contains a lot of information about games, ranging from release data, required age, price, supported platform, genre, description. There is a rich amount of information on each game, which will be useful to provide an interesting list of games to the user.

Functionality

The web-based application we are building is modeled after the Steam store. The application provides a user-friendly interface that allows users to access and control game data stored in a relational database with ease. With the help of this program, users may carry out a variety of tasks, including querying/viewing games available according to user preferences, creating a bookmarked list of games, updating the bookmarked list of games, and deleting games from the bookmarked list. In addition, users can perform a search for particular records or game data using a variety of parameters, including title, platform, genre, and release date.

Even for individuals with no database experience, the program is made to be simple to use. To access various functionalities and tables within the database, users only need to click on buttons and drop-down menus. Additionally, they have the option to edit or remove games from their bookmarked list as necessary. Users may also view full information on each game, including reviews, ratings, and gameplay videos, as well as store their favorite games and make notes about them within the bookmarked list. The application is a great option for anyone wishing to keep up with the newest game releases and easily discover new games because of its advanced database features and creative elements.

Low-fidelity UI mockup



Project work distribution

- Backend: Querying games
  - Done by Aaron
  - View name, genre, price, image, ratings and reviews
  - Filter query by parameters like title, platform, genre, and release date
- Backend: Bookmarking system
  - Done by Pinakin
  - Add/update/remove games from the bookmarked list
  - Maintained on profile page
- Backend: Profile section
  - Done by Raymond
  - Games bought/owned, bookmarks, friends, and other relevant statistics
- UI/Front end
  - Done by Leon
  - Handle the website design and user interface, such as search bar, buttons, and rendering images
  - Integrate the backend components with the user facing elements