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GameFinder Report

**Introduction**

There are thousands of published video games in existence today and finding the one you want to play can be a long and tedious process. With that in mind, we created what we believe to be an adequate solution to that long and tedious process: GameFinder. The motivation in choosing the application for this project was largely our love of video games and a considerable amount of time spent on critically analyzing the possibilities in creating a useful database-oriented application with video games in mind. The result of this critical analysis was utilizing a database to hold a large number of published video games that a user could pore through to their hearts content. At the end of the day, the real purpose of GameFinder is to search for new games that a user might like to play, and so we set a goal in order to satisfy that ideal.

Our goal when designing GameFinder was to create the ability to search for different games using an array of parameters. The parameters that can be used to search within our application are the release year of the game, the genre of the game (i.e. Action Adventure or Role Playing Game), and the platforms that the game is available for (i.e. PlayStation 4 or Nintendo Switch) and using our tool, you will quickly get the results you want. The reason we chose these three parameters are as follows: searching based on the year that a game was released will allow a user to select games from any era they happen to favor (for example an older user searching for a video game they haven’t played before and want to try might want to search for video games that were released when they were a child); searching based on genre will allow the user to search for games of the same genre type of their favorite games—an obviously useful tool; searching based on the platform a game is available for will allow the user to search for video games they can play based on the platform(s) they own. As avid players of video games ourselves, we thought these parameters would be best to include in our application.

When designing GameFinder, we considered the design of applications that were similar to ours, to hopefully inspire us in certain ways. Unfortunately, to our knowledge, the only similar applications that we found were what we would call *BuzzFeed style quizzes* that will give you a recommendations on what genre of music to listen to or even what genre of game to play, but we could not find any fully fledged database-oriented applications modeled like ours; although, to be fair it might be ignorance that drove us to this conclusion.

**Database Details**

When designing our database, we first looked at all the parameters in order to see what could exist as an entity and what could exist as a relationship. Games, an obvious entity and the focal point of our application, would clearly hold certain data including the title of the game and the year it was released as there would be no point in keeping a table with listed years. We also decided to add a description of the game to better aid the user in their decision to play said game. (Put more info here on what we initially thought were entities and that we used ERDPlus. Then include the ER diagram and explain how we changed it (favorites became a relationship). Then include the relational model and explain how all of our relationships ended up being tables since all of the relationships ended up being many-to many. Then look into functional dependencies and whether our tables are in BCNF or 3NF (probably BCNF) and functional constraints.)

**Functionality Details**

**Implementation Details**

**Experiences**

Enhancement ideas: Game recommendations based on favorites list.

**References**