## **Game Catalogue DB Project Proposal**

## **Background**

This project proposal is primarily inspired by popular video game launchers like Steam and Epic Games Launcher. A game catalogue will help avid gamers in organizing all their games in one place. It will also allow users to create profiles and connect with other people who are probably playing the same games.

Game launchers work as video game catalogues too and enable users to browse many available games they wish to purchase in one place instead of working their way through each different video game developer's website. It is probably evident by now that a game launcher's main selling point is convenience. Another plus I would say is they help to build a community. Both of these will be incorporated in a game catalogue.

On PC, the Steam launcher is probably the most popular platform in the world currently, so much so that the company behind the platform stopped developing games to fully focus on the platform.

## **Application Requirements**

The following points describe what is required from the application:

- 1. Create a database that has different tables for users, games, friends, user game library, etc.
- 2. Enable users to publish their own games (game developed by the user) on the platform.
- 3. Allow users to search for games they wish to purchase and provide available purchase options.
- 4. Allow users to edit their game library: adding or removing games.
- 5. View the number of people playing a specific game, a game's launch date, genre and other info.

  If the size of the database is average, it should allow a user to see the entire list of users who are playing a specific game. Otherwise, if there is too much data, it should only allow a user to see which friends are playing that game. This would be decided later in the course.
- 6. A user will have a unique user ID, a list of games they have published, a game library (list of games they have purchased) and a list of friends for now.
- 7. A game will have a unique game ID, number of people who own the game, a list of available purchase options, genre and developer's user ID.
- 8. It should allow a user to search for other users to make friends with or to remove existing friends.
- 9. The application will probably be web-based so it would be hosted on a web browser like Chrome, Safari, etc.

## **Due Diligence (Copyright Issues)**

Since this database will only be cataloging games with a description of the game (like release date, developer name, etc.) and user information like the games they have in their library, the friends they have in their friends list, it is my belief that I would not be in violation of any copyrights in making a database, or application, public.

While I know that it is illegal to reproduce intellectual property of an individual, it is not illegal to catalog them. In other words, it is not illegal to build and publish a database of different games with descriptions and user created libraries.



