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USC – DSCI510 – Fall 2025
Final Project Progress Report
November 13th 2025

Project scope update

My project scope hasn't changed much so far. I am able to successfully scrape data from Steam Charts and pull information from steam using the appid's and the open web API. I have had issues with the OpenCritic API due to the limited requests I can make. I am still looking for the best way to fill the ratings gap I have if I can't use OpenCritic effectively.

Data sources

I scrape from multiple pages of SteamCharts to pull the appids from the most popular games. So far, I haven't needed to use the Steam Web API which requires a unique API key (requires a Steam account). Instead I was able to use the Steam Store Web API which is similar but doesn't require an API key. I use the appid's from SteamCharts to pull data from Steam like the base price, the discount price, if the game is free, when it released and more. I am looking to find a way to handle OpenCritic or replace it still.

Issues / difficulties

So far, one of the biggest issues I have run into, is when I started working the OpenCritic API I realized the free key was limited to 25 *searches* a day and 200 *requests* a day, but once I had the requests working (not included yet since I got stuck) I realized that the searches were what I thought a request was.. So, I was limited to pulling the reviews for only 25 games in a day, which isn't enough to be helpful... So, I have considered spending the 19\$ to utilize it but am currently trying to investigate other review sites and looking for an OpenCritic-like API I can use freely.

One issue I have had with the Steam API is I can run my code, but sometimes I will get a different # of gamedata. I'm not sure if I need to slow my requests, I included some time breaks, but might need to limit it further.

One interesting thing I'd like to incorporate, but haven't figured out yet.. whenever I hover over the bars shown to the right on SteamCharts, the "Peak Players" number changes from "The Last 30 days" to whatever day the bar represents. I want to pull the last 7 days so I can see popularity trends and if a game is growing, losing and keeping even popularity. The issue is the html updates dynamically whenever the mouse is hovered over the bars – the site doesn't change at all, so I'm not sure how to capture that information with what I know so far, but plan to keep experimenting mainly because I think it would be really cool to play with.



One of the biggest remaining issues I have is the actual data analysis portion and the graph generations – which I believe we will be discussing next week? But I am unfamiliar with data analysis like this so I'm not sure how much useful data and statistical comparisons I can generate.