

Project Specification

Achievement Arena

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Github: <https://github.com/sevenredreturns/SeniorProjectSpring2021>

Slack: spring2021sen-4ba5707.slack.com

Project Summary

Our project's goal is to provide a website for those who are passionate about hunting and collecting achievements in games, and giving them a way to compete and compare against each other. Users will be able to link their gaming profiles from major platforms to our website, where our website will collect their achievement data from all games the user selects. Our website will display leaderboards for overall achievement ranks along with individual achievements for games and genres of games.

Project Goals

Our main goals with this project are:

1. Develop a webapp using an intuitive user interface which allows a user to track their achievements across game platforms, and compare them to other users on the service.
2. Provide a forum for gamers to competitively compare achievements with one another.
3. To increase the popularity of hunting achievements and encourage more people to get into it.

Product Features

General features the project will have to achieve the project goals:

1. Profile: Users will be able to create a profile using their personal email address, and accept the terms of service. Users will also be able to view their public profiles along with the profiles of other users.
2. Website: Our project will be a webapp that will be accessible through a browser.
3. Linking Accounts: Users will be able to link profiles from other game providers like Steam or Epic Games to pull achievements from.
4. Verifying Achievements: Users will be able to verify their achievements to prove they have actually been completed.
5. Leaderboard: Users will be able to keep track of their achievement progress, and compare it against other verified users of the site.
6. Friends list: Users can add or remove other accounts to their personal friends list, to keep track of your achievement progress in comparison to your friends.
7. Trophy Shelf: Specific listing of achievements a user can select on their profile to show in a special display for others to see.

8. Curate which games are shown on your profile and achievement lists, to allow for certain games to not be shown.

Limitations

Some problems with achieving the project goal, or issues that may prove difficult to solve.

1. Ability to link to accounts from other providers like Steam may or may not be possible for the scale of our project.
2. API for other databases might not be publicly available or may come with terms of service that do not permit what we wish to do.
3. There could be an issue with duplicated achievements
4. There might be certain limitations to where we host the site, so we might need to keep site loads to a minimum.
5. Users may find ways in which to cheat the system by cheating in games to gain more achievements.

Stretch Goals

Goals we would add on if we had time before the project's deadline.

1. Mobile Interface: Either as an app or utilizing responsive design principles.
2. Community Achievements: Custom achievements for games that may not have them. These would be verified or vetted in some form, potentially by images sent by users.
3. Forum/PM: Have a way for users to chat either 1 to 1, a private group, or a topic forum where anyone can post with a username or anonymously.
4. PS/Xbox support: Track achievements from your PSN or XBox Live accounts
5. Wishlist: Be able to click on a user's profile and view their wishlist(default to private) and possibly purchase a game for them.
6. Profile Customization: Allow the user to graphically customize their profile
7. Shop: The points you accumulate can be traded for merchandise, customize profile, and buy eCards to use to buy games on Steam and any other online game shop service.
8. Achievement Guide: Guides for how to obtain various achievements with links to videos to demonstrate what to do.
9. Different Versions of Games: Handle games with multiple versions released.
10. Ability to link various social accounts to the user's profile.

Resources

Playstation Trophy API

<https://www.psnleaderboard.com/api/>

Xbox Achievement API

<https://docs.microsoft.com/en-us/windows/uwp/monetize/get-xbox-live-achievements-data>

Steam Achievement API

<https://steamcommunity.com/dev>

GOG Achievement API

<https://gogapidocs.readthedocs.io/en/latest/>