

User Story 1:

“As a user, I want to be able to input my Steam account and then receive a list of personalized game recommendations based on my top playtimes.”

When the app works:

- User opens our web app
- User logs in/authenticates using their google account
- Web app recommends games based on their favorite games and genres
- To obtain user data, we will use the steam web API
- To generate recommendations, we will use the rapid API which has a lot of game data stored on it
- We will analyze the user data from the steam API and then use the data from the rapid API to show games with similar genres and metacritic scores

When the app doesn't work:

- User opens our web app
- Logs in using their google account
- Web app is unable to generate recommendations for some reason, could be due to lack of user data in the steam API or it couldn't find a sufficient match from the rapid API data
- User does not receive game recommendations

This is important because we want the web app to be able to generate recommendations for each user that has a steam account.