

GameSpace

Who is the application for? - Kashaf Ahmed

GameSpace helps RIT students that are interested in gaming make new friends with similar gaming interests with the use of the matchup option as well as a schedule for all in person meetups so it's easier to know what is going on around campus according to your specific gaming interests.

How will it be used? - Joey Reidy

The goal of GameSpace is to help create and maintain a sense of community in a part of the campus population that all share common interests in video games but have no way of meeting each other. GameSpace will accomplish this by matching students up based on the games they play, their skill and other preferences. Each user will have a public profile that will help users see if they are a match. There will also be a schedule where students can see on-campus events and a chat section where students can chat with each other about different games. For competitive users, there are weekly leaderboards where users can compete with each other.

How does it compare with what is already available? - Niko Huber

While there are already other game-focused applications available, the most prominent being Discord, none allow users to have friend recommendations based on their in-game ability and playstyle preferences. What separates GameSpace from its competition (Discord) is the ability to allow users to meet new teammates with relative skill levels and complementary mindsets without having the user have to join servers and comb through many users before finding the perfect teammate to play with.

Division of Labor and Overview

Home Page: Sarah Schneider

This page has navigation to all other pages in the form. Matching has a large action button in the middle as well as a toolbar button, along with Chat and Leaderboard buttons taking the user to those specific pages. On the right side of the tool bar the user can view their own profile. Below that, is a list of other users, which are all linked to said user's profile. The home page code also includes the generation of the Players' userList, which contains sample data for users.

Profiles: Kashaf Ahmed

- Displays the profile for each user based on if their profile was clicked. Shows the username, bio, online status, profile picture, and a message button to open up a chat with that person.

Chat/Meetups: Joey

- Allows the user to chat with other users about the games featured on GameSpace. Each game has a general chat that any user can message in and all users will see it. Also shows featured in-person/online meetups that users can sign up to attend.

Matchups: Niko

- Gives the user recommendations on suggested friends based on similar games that both the user and suggested users have in common. Displays profile information in a step-by-step format that gives the user the option to cycle through possible friends. Additionally, the matchup form allows users to see a score-based representation of their similarities with another user. This score is based on the games that both the user and the suggested user play.

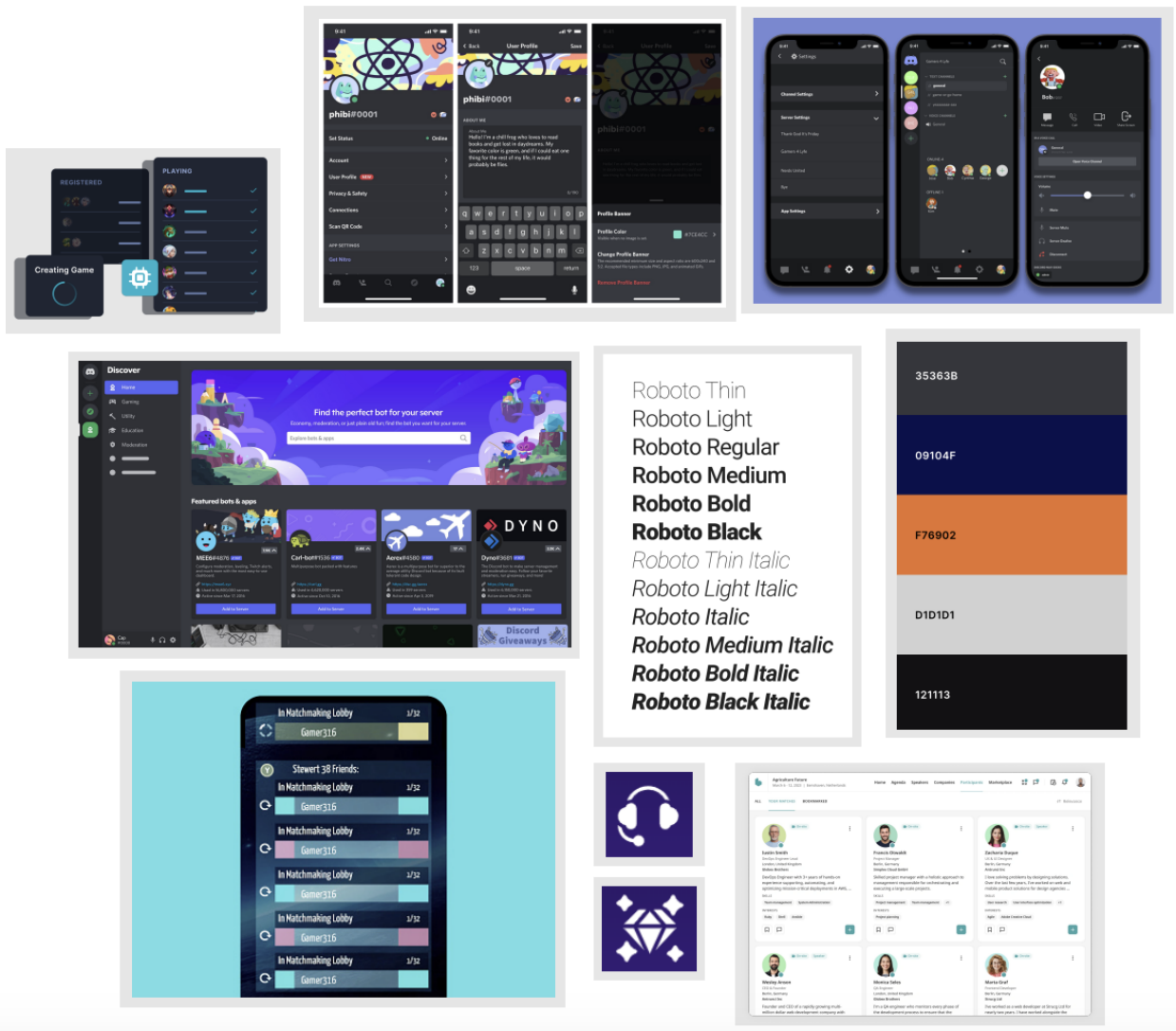
Leaderboards: Autumn Derhammer

- Ranks users based on their total play time in a certain game. Game ranking being shown is controlled by the radio next to the leaderboard. Displayed times are currently randomly generated as placeholder data.

Project Management - Sarah Schneider

For this project we used Google Docs (to write this documentation), GitHub (to store code), and Discord (main communication channel). All of these allowed quick communication between members. We had meetings weekly or bi-weekly, depending on when in the semester we were at, where we discussed whatever the latest thing we needed to get done and helped fix any issues that others were having.

Moodboard - Autumn Derhammer

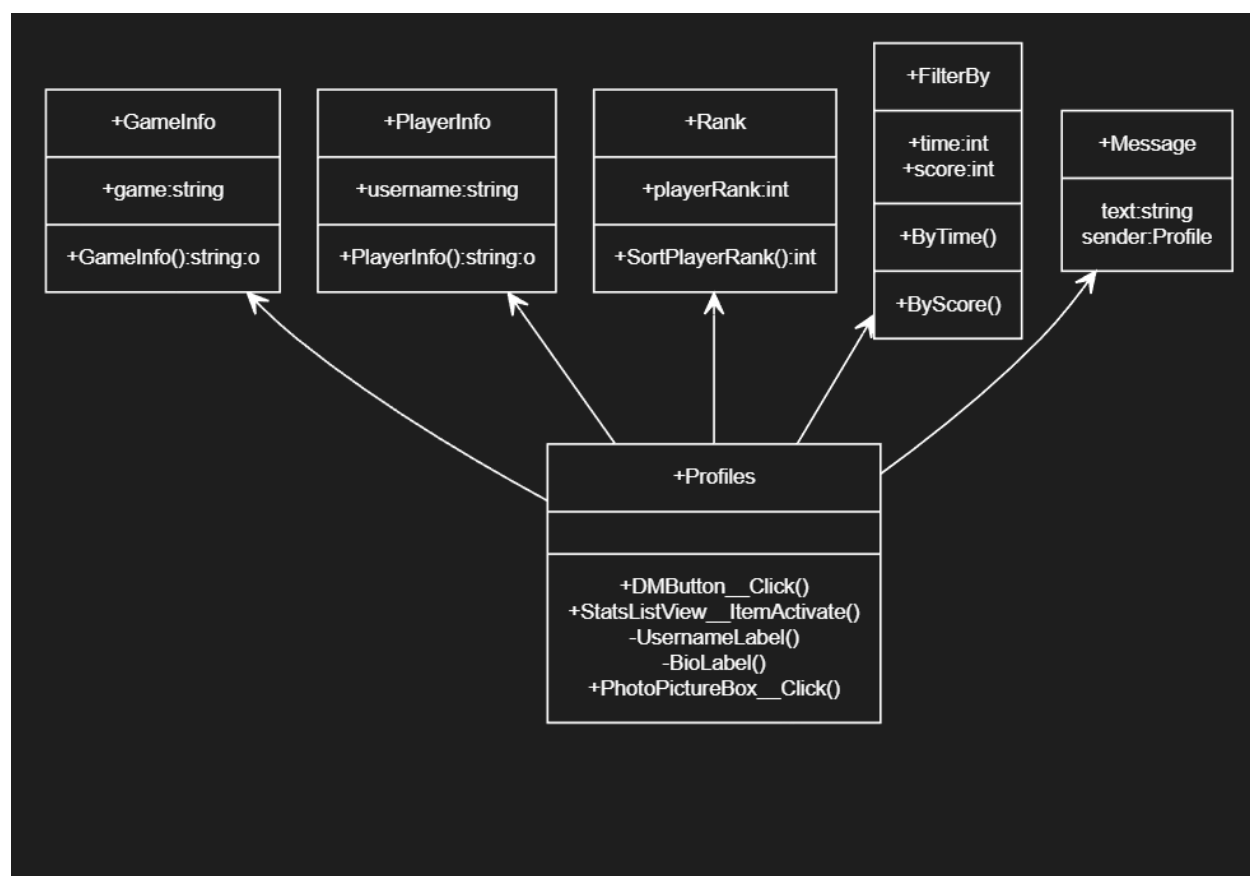


Documentation for Project

Prototype yUMLs

Home Page

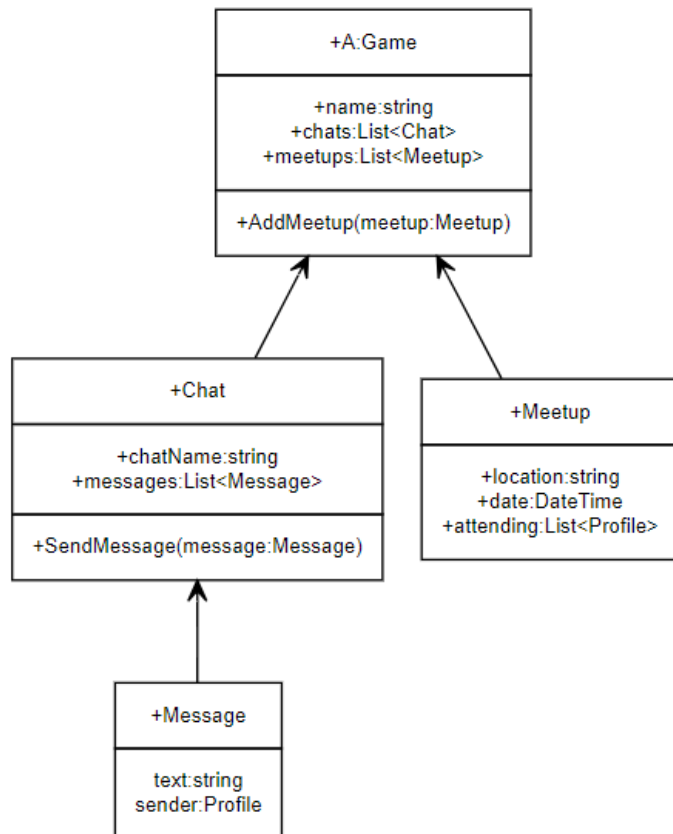
Profiles



```

[+Profiles| |+DmButton__Click();+StatsListView__ItemActivate();-UsernameLabel();-BioLabel();+PhotoPictureBox__Click()]
[+GameInfo|+game:string|+GameInfo():string;o;]<-[+Profiles]
[+PlayerInfo|+username:string|+PlayerInfo():string;o;]<-[+Profiles]
[+Rank|+playerRank:int|+SortPlayerRank():int]<-[+Profiles]
[+FilterBy|+time:int;+score:int|+ByTime()|+ByScore();]<-[+Profiles]
[+Message|text:string;sender:Profile;]<-[+Profiles]
  
```

Chat/Meetups



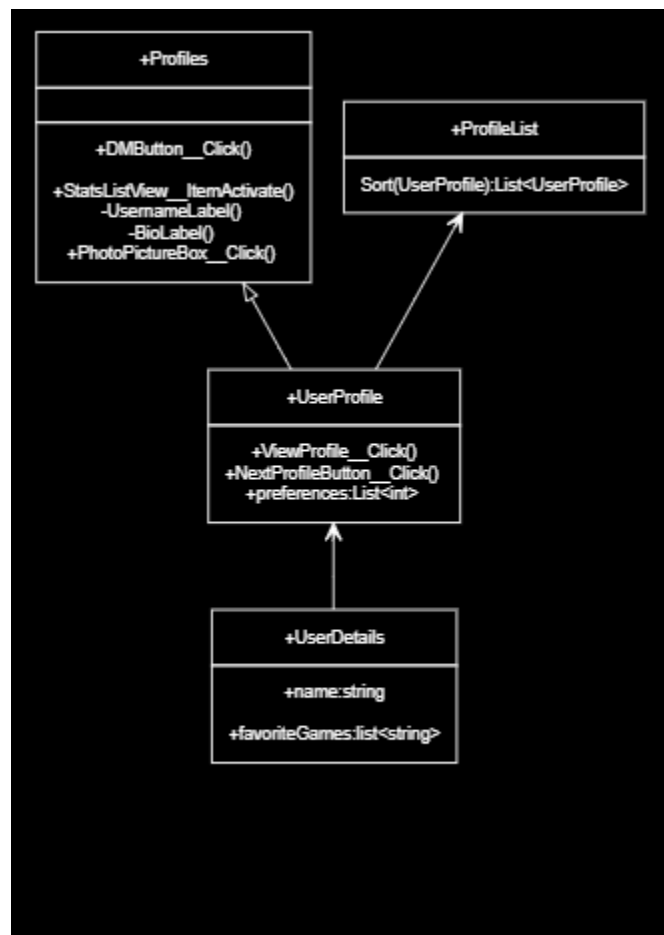
```

[+A:Game|+name:string;+chats:List<Chat>;+meetups:List<Meetup>;|+AddMeetup (
meetup:Meetup) ]
[+A:Game]<- [+Chat|+chatName:string;+messages:List<Message>;|+SendMessage (m
essage:Message) ;]
[+Chat]<- [+Message|text:string;sender:Profile;]
[+A:Game]<- [+Meetup|+location:string;+date:DateTime;+attending:List<Profil
e>]
  
```

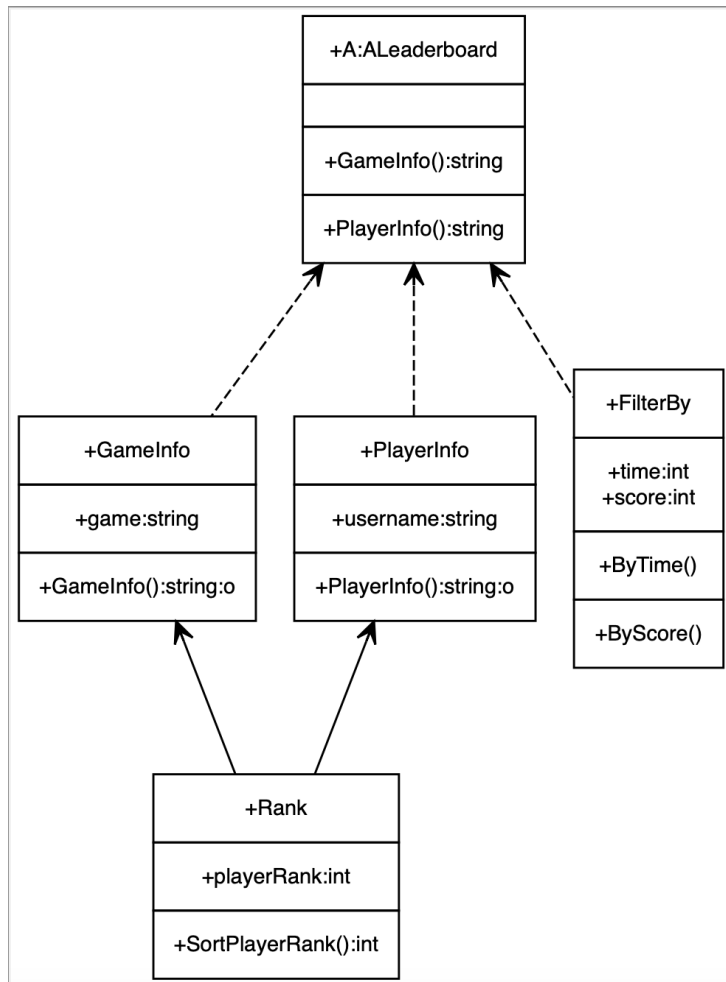
Matchups

```

[+Profiles||+DMButton__Click();+StatsListView__ItemActivate();
-UsernameLabel();-BioLabel();+PhotoPictureBox__Click()]
[+UserProfile|+ViewProfile__Click();+NextProfileButton__Click();
+preferences:List<int>]
[+Profiles] ^ [+UserProfile]
[+ProfileList|Sort (UserProfile):List<UserProfile>]
[+ProfileList] <- [+UserProfile]
[+UserDetails|+name:string;+favoriteGames:list<string>]
[+UserProfile] <- [+UserDetails]
  
```



Leaderboards

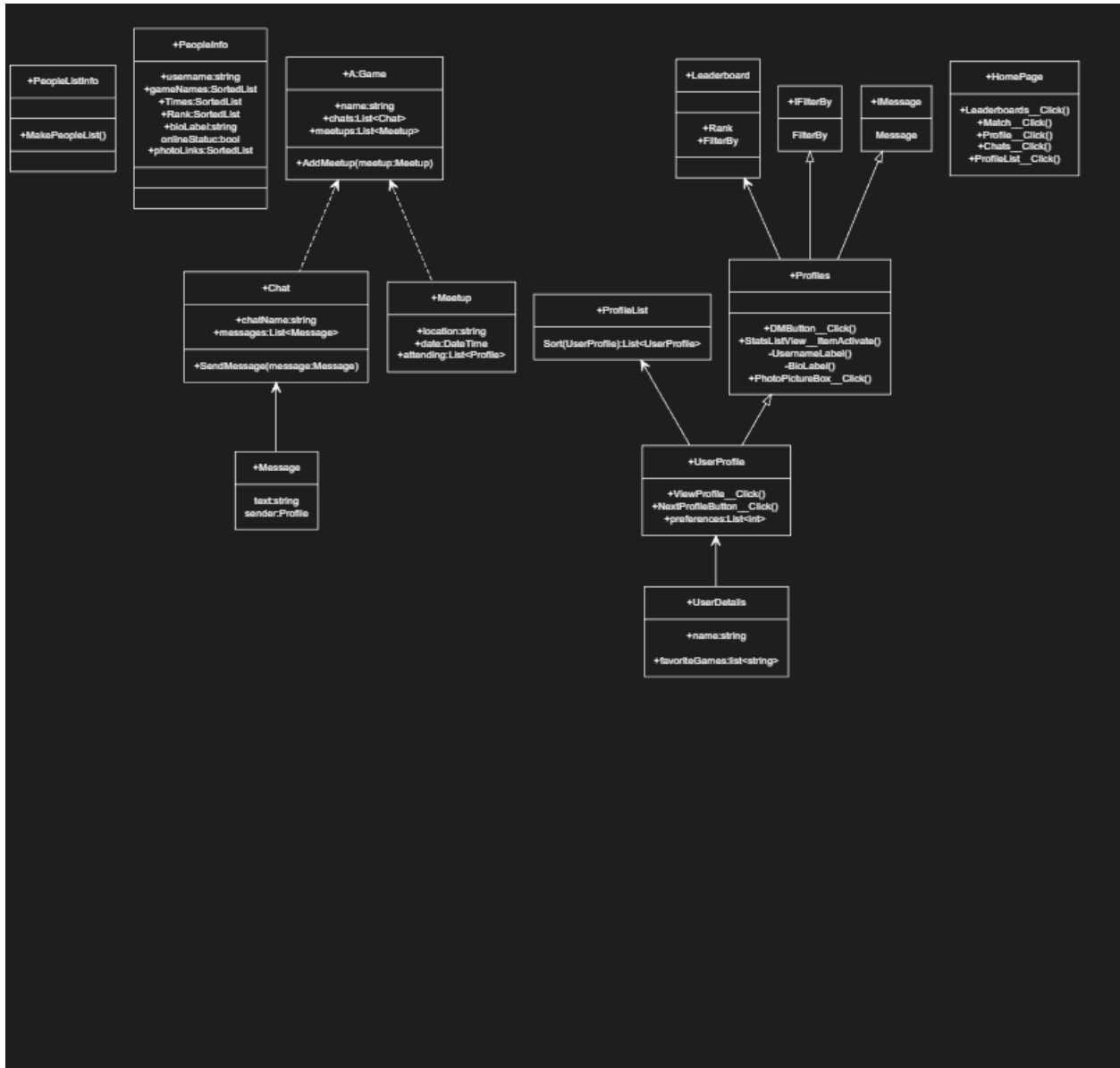


```

[+A:ALeaderboard| |+GameInfo():string|+PlayerInfo():string]
[+A:ALeaderboard]<-.-[+GameInfo|+game:string|+GameInfo():string:o;]
[+A:ALeaderboard]<-.-[+PlayerInfo|+username:string|+PlayerInfo():string:o;]
[+PlayerInfo]<- [+Rank|+playerRank:int|+SortPlayerRank():int]
[+GameInfo]<- [+Rank]
[+A:ALeaderboard]<-.-[+FilterBy|+time:int;+score:int|+ByTime()|+ByScore()]

```

Original yUML



```
// {type:class}
// {generate:true}
// {direction:topDown}

[+PeopleListInfo| |+MakePeopleList()| ]
[+PeopleInfo| +username:string;+gameNames:SortedList;+Times:SortedList;+Rank:SortedList;+bioLabel:string;onlineStatuc:bool;+photoLinks:SortedList| | ]

[+A.Game| +name:string;+chats:List<Chat>;+meetups:List<Meetup>;| +AddMeetup(meetup:Meetup) ]
[+A.Game]<-.-[+Chat| +chatName:string;+messages:List<Message>;| +SendMessage(message:Message) ; ]
```



```

[+Chat]<- [+Message|text:string;sender:Profile;]
[+A:Game]<-.- [+Meetup|+location:string;+date:DateTime;+attending:List<Profile>]

[+Profiles| |+DMButton__Click();+StatsListView__ItemActivate();-UsernameLabel();-BioLabel();+PhotoPictureBox__Click() ]

//[+A:ALeaderboard| |+GameInfo():string|+PlayerInfo():string]
//[+A:ALeaderboard]<-.- [+GameInfo|+game:string|+GameInfo():string:o;]
//[+A:ALeaderboard]<-.- [+PlayerInfo|+username:string|+PlayerInfo():string:o;]
[+Leaderboard| |+Rank;+FilterBy| ]
//[+PlayerInfo]<- [+Rank|+playerRank:int|+SortPlayerRank():int]
//[+GameInfo]<- [+Rank]
//[+Leaderboard]<-.- [+FilterBy|+time:int;+score:int|+ByTime()|+ByScore() ]
//[+Leaderboard]<-.- [+Rank|+playerRank:int|+SortPlayerRank():int]

//[+GameInfo]<- [+Profiles]
//[+PlayerInfo]<- [+Profiles]
[+IFilterBy| FilterBy]^ [+Profiles]
[+IMessage|Message]^ [+Profiles]
[+Leaderboard]<- [+Profiles]

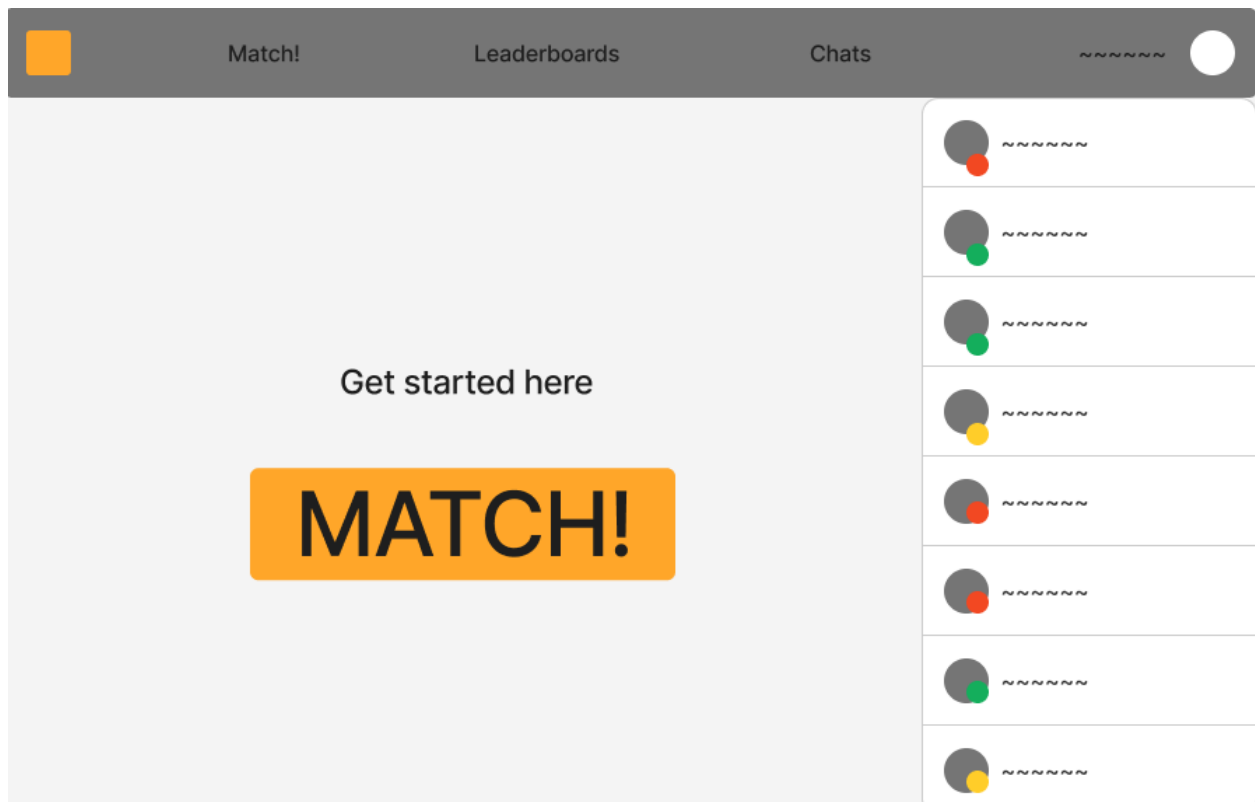
[+Profiles| |+DMButton__Click(); +StatsListView__ItemActivate();
-UsernameLabel(); -BioLabel(); +PhotoPictureBox__Click() ]
[+UserProfile|+ViewProfile__Click(); +NextProfileButton__Click();
+preferences:List<int>]
[+Profiles] ^ [+UserProfile]
[+ProfileList|Sort(UserProfile):List<UserProfile>]
[+ProfileList] <- [+UserProfile]
[+UserDetails|+name:string; +favoriteGames:list<string>]
[+UserProfile] <- [+UserDetails]

[+HomePage|+Leaderboards__Click();+Match__Click();+Profile__Click();+Chats__Click();+ProfileList__Click() ]

```

Wireframes

Home Page



Original Profiles

Frame 3

Profile Picture

Frame 2

Username

Frame 1

Bio

Frame 4

Message

Chat/Meetups

Game Chats

Sons of the Forest

Rainbow Six Siege

Valorant

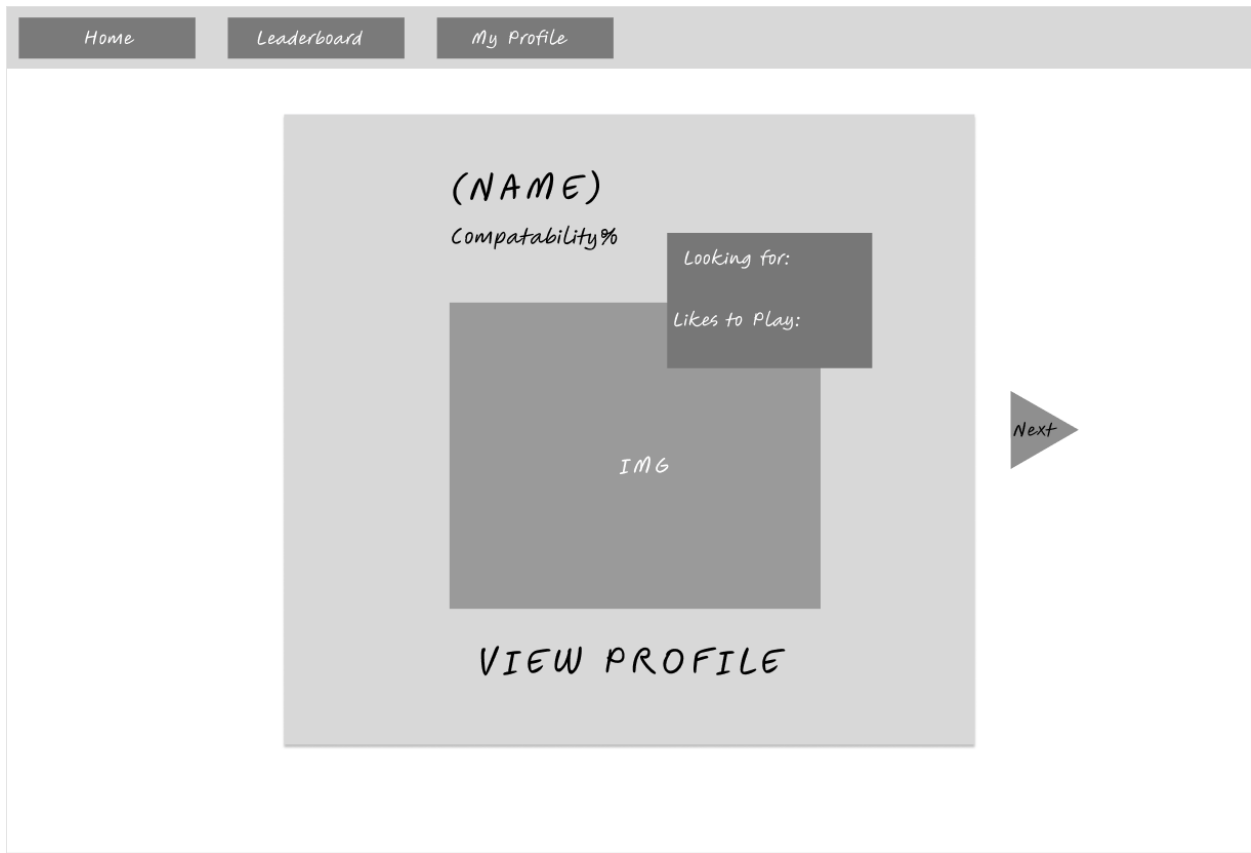
Cournter-Strike

Roblox

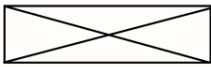
VRChat

Meetups

Matchups



Leaderboards



Match-up

Chat

Leaderboard

[Username]



[Game Name] Leaderboard

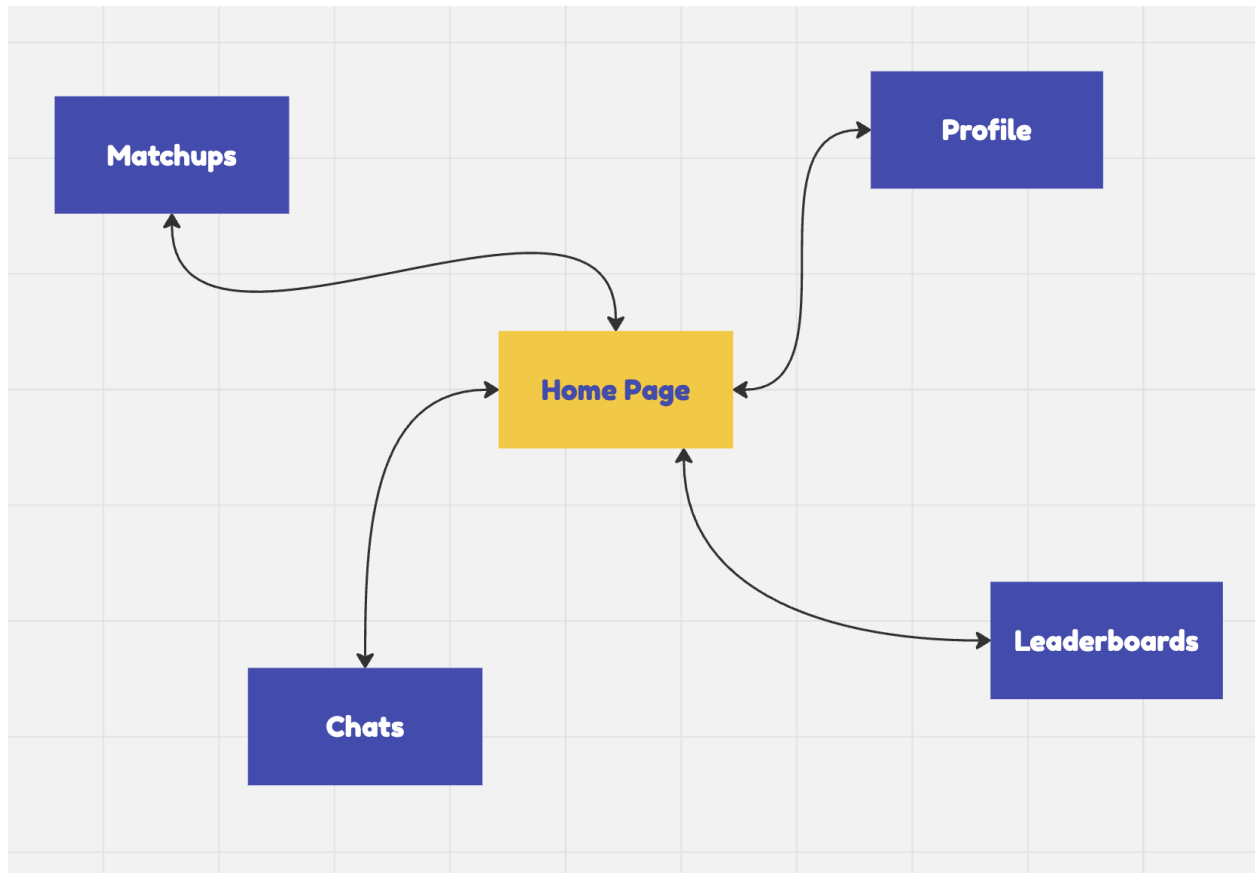


Rank		Username	Rank Determinant

Filters

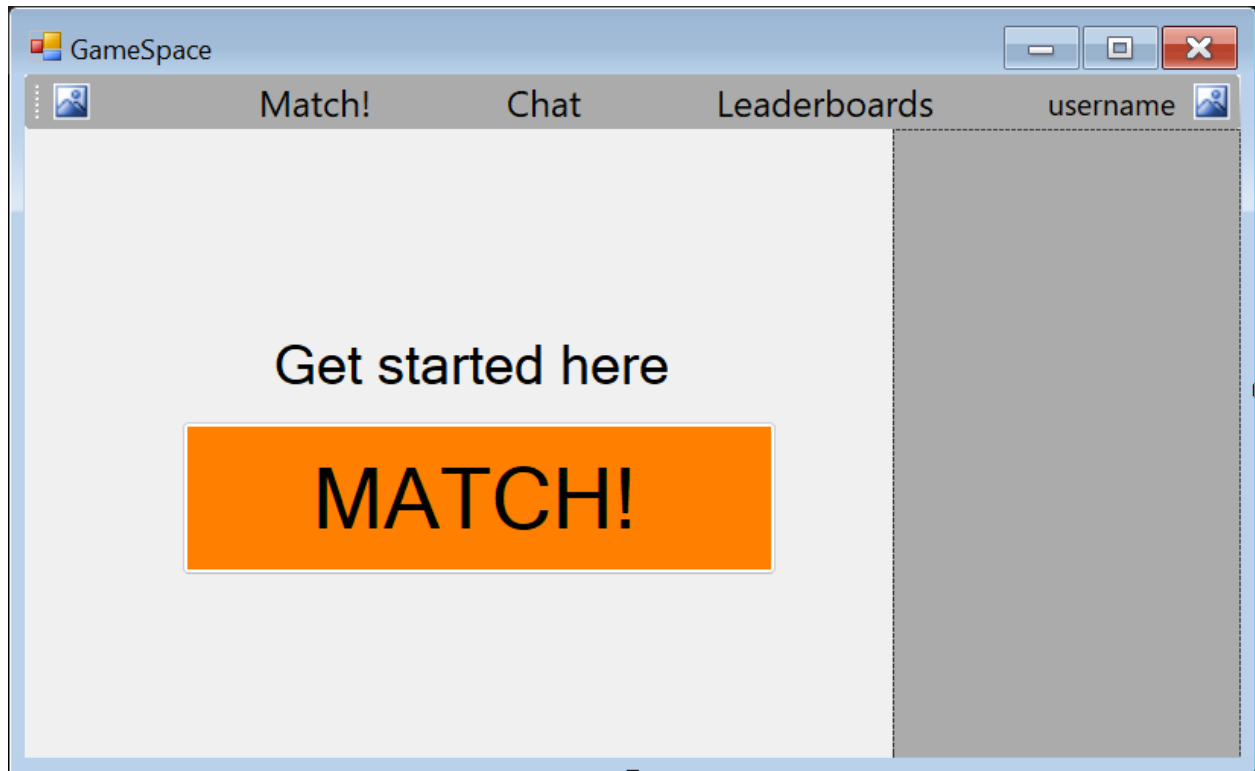


Application Flowchart

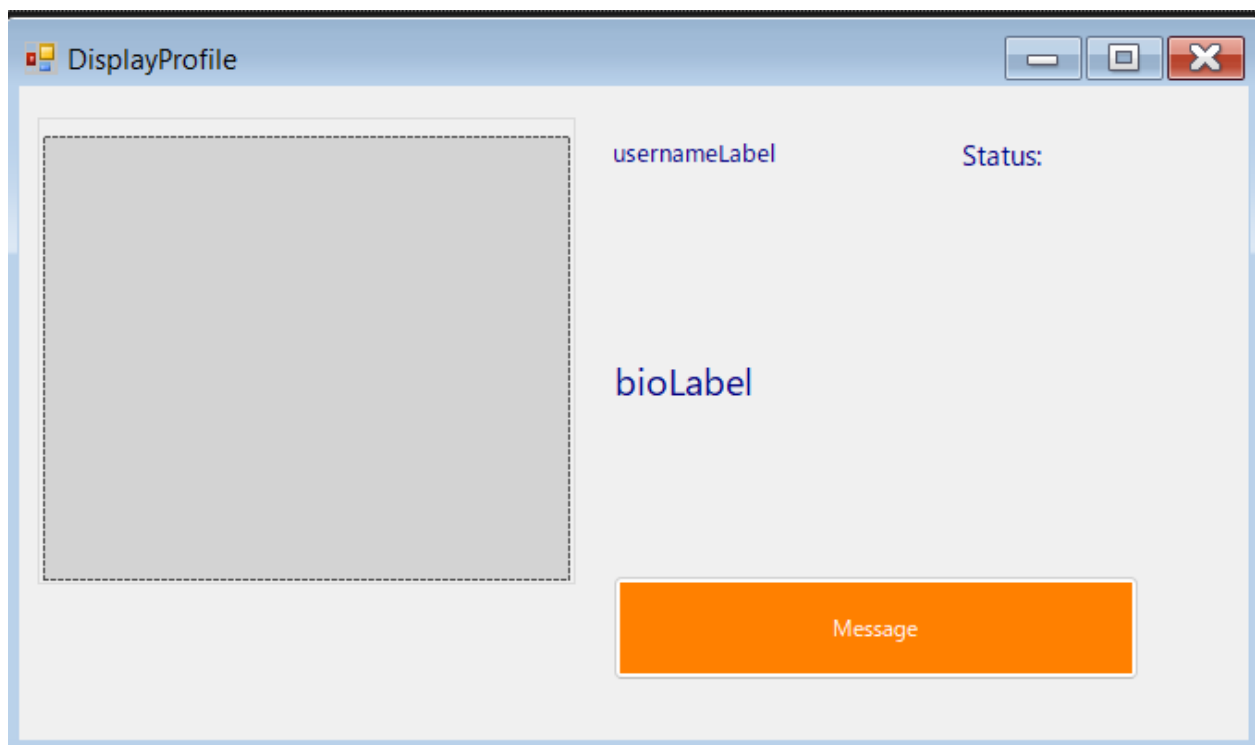


Prototypes

Home Page



Profiles



Chat/Meetups

The screenshot shows a Windows application window titled "Form1". The main content area is divided into two sections. The left section, titled "Game Chats", contains six buttons arranged in two rows of three: "Sons of the Forest", "Rainbow Six Seige", "Valorant" in the top row, and "Counter-Strike", "Roblox", "VRChat" in the bottom row. The right section, titled "Meetups", contains a button labeled "Valorant Watch Party" and a "sign up" button below it. The window has standard Windows window controls (minimize, maximize, close) in the top right corner.

Matchups

The screenshot shows a Windows application window titled "Matchups". It features a navigation bar at the top with three links: "Home", "Leaderboard", and "My Profile". The main content area contains a form for creating or editing a profile. The form has two columns of labels: "Name:" and "Compatability:" on the left, and "Looking For:" and "Likes to Play:" on the right. Below these labels is a large dashed rectangular box for input. To the right of this box is a "Next" button. Below the dashed box is a "View Profile" button. The window has standard Windows window controls (minimize, maximize, close) in the top right corner.

Leaderboards

LeaderboardView

Leaderboard for [placeholder text]

Sorting by [placeholder text]

Rank	Username	Value

Filter

☒ Overall Rank

☐ Time

☐ Score