

a. **Introduction:** Our web application is meant to be able to obtain information on a user. There's a select box to select whether to choose the user's data via their user name or their user ID.

b. **Usability goals:**

Effectiveness: This program does what it set out to do, namely to provide information on a user such as their achievement statistics, where they live, and the games they own.

Learnability: The program is easy to learn in that all you have to do is to choose between using the player's user name or ID with a selection and then typing in the name or ID in the textbox to obtain the desired information.

c. **Design process:** Our design process involved thinking about what our program should be about. Initially, we wanted to do something with Spotify. Still, the API there was hard to navigate so we ended up using the Steam one instead since it was easier to work around in terms of being able to obtain information about the users.

d. **API integration:** We ended up using a Steam API called ISteamUsers. Through that, we were able to create a map to show the location of the user and even create both a bar chart and dataframe of the user's achievements.

e. **Interactive widgets:**

We used buttons in order for the user to submit the user name or user ID of someone whose information they want to obtain.

A checkbox was used in order to see if the user was aware the information wasn't stolen.

We used the st.success widget if the user name or ID led to a player and the st.error one if there wasn't a player with a typed-in name or ID that didn't exist.

We used a selectbox for the user to choose if they wanted to obtain user information via their name or user ID.

f. **HCI design principles:**

Visibility: All of the buttons and data are visible to the web application user without any problem whatsoever.

Feedback: The program shows whether the typed-in name or ID is valid or not with the correct or error widget.

g. **Testing and feedback:** Testing went very well in that the web app we created worked as intended. We implemented feedback telling us where to place the checkbox so it's easy for the user to change whether to use a user name or ID to type in to find out more about that particular user.

h. **Conclusion:** The experience to work with a group in order to create a simple web app was very fulfilling. We were able to better hone our knowledge of APIs with a project about a website we are enthusiastic about. While simple in its function, it was cool to see how the API can dig deep to obtain user information very fast. It was very important we were able to make the web app easy to navigate not just for us but for

others who would want to use it. We hope to be able to collaborate on something again in the future.