Web Development Design Document

Project Overview

Project Name: Video Game Tracker Application

Date: 10/12/2025

Designer/Developer: Theresa Coleman, Stewart Almeida

Version: 1.0

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1. Project Description

1.1 Project Summary

A full stack application that allows a user to create an account, add video games to track to their own personal profile page with various pieces of information, and leave and view reviews for games.

1.2 Project Goals

- **Primary Goal:** Create a functional full stack application that allows an individual to operate it as described in the project summary
- **Secondary Goals:**
    - Use at least 2 Mongo collections (project aims to use 4)
    - Pass through all formatting/logistical testing

1.3 Target Audience

Current target audience includes fellow students, course professors, and video game enthusiasts of various degrees

1.4 Key Features

- Cards depicting video games on user profile
- 4 MongoDB collections for games, reviews, user login information and user game profile catalog
- Account sign up, user login

- Leave reviews for a game. View reviews from other users.

2. User Personas

Persona 1: Sam / 38 / Officer worker / Chicago / Casual gamer

Goals:

- Create an account to begin developing their profile page
- Read some reviews from others on games to try something new

Quote: "Making an account isn't too bad - though let's see what other people think about this one game in particular."

Persona 2: Jesse / 27 / Biologist / San Diego / Avid gamer

Goals:

- Build an extensive log of games they've played over the various years
- Leaving reviews for some of these games given their notable completed catalog of games.

Quote: "It'd be nice to actually keep track of some of this stuff - and also to see roughly how much I've also spent over the years too."

Persona 3: Aiden / 32 / Game Critic / Houston / Moderate gamer

Goals:

- Quickly pull up community game ratings for a particular game to reference in a critique

Quote: "I'm looking to see how other folks are reacting to the newest release - if it's a flop, all the better of a story."

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3. User Stories

User Story 1.1:

- **As a** casual gamer
- **I want** create an account
- **So that** I can start logging some of my games
- **Acceptance Criteria:**
  - Account creation process is simple and responsive

User Story 2.1:

- **As a**n avid gamer
- **I want** log my extensive catalog of video games over the years
- **So that** I can keep an organized catalog in one location
- **Acceptance Criteria:**
  - Can seamlessly add/edit/delete games from my personal profile page
  - Various pieces of information related to the game, including personal stats, are able to be tracked and provided easily

User Story 2.2:

- **As a**n avid gamer
- **I want** leave reviews for some of my games
- **So that** I can share my own opinion on a particular game
- **Acceptance Criteria:**
  - Can add/edit/delete a review for a game I've played
  - Can leave a score rating in addition to text

User Story 3.1:

- **As a** game critic
- **I want** to pull up community reviews of a game
- **So that** I can reference community response to the receptability of a game
- **Acceptance Criteria:**
  - Can search for a particular game
  - Can look at user reviews of a game. Aggregated score would be ideal.

4. Technical Requirements

4.1 Platform & Technologies

- **Frontend:** HTML5, CSS, Bootstrap, JavaScript ES6
- **Backend:** Node.js, Express, MongoDB
- **Hosting:** GitHub Pages

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5. Development Timeline

Phase 1: Planning & Design (Day 0-1)

- Brainstorm project ideas
- Submit proposal

Phase 2: Development Setup (Day 2)

- Create initial shell following in class example

Phase 3: Core Development (Day 3-5)

- Create frontend elements (HTML pages)
- Develop backend elements (routes/database connection)
- Connect to frontend

Phase 4: Testing & Launch (Day 6+)

- Deploy to hosting platform
- Complete submission requirements

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6. Testing Plan

6.1 Functional Testing

- [] All links work correctly
- [] Interactive elements function as expected

6.2 Usability Testing

- [] Navigation is intuitive
- [] Content is easy to read
- [] User goals can be accomplished easily

6.3 Technical Testing

- [] Site loads quickly
- [] Works on different browsers
- [] Responsive on various screen sizes
- [ ] Accessible to users with disabilities

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7. Launch & Maintenance

7.1 Pre-Launch Checklist

- [] Content review and proofreading
- [] Final testing on live environment
- [ ] SEO optimization (meta tags, descriptions)
- [ ] Analytics setup

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8. Resources & References

8.1 Inspiration

- AniList: Used to track various anime shows
- IGDB: Video game catalog/database

8.2 Tools & Assets

- **Design Tools:** Excalidraw/
- **Code Editor:** VS Code
- **Image Sources:**
- **Icon Sources:** W3.org

Appendices

Appendix A: Initial Profile Mockup

[Link](#)