**PROJECT SCOPE**

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| **Project ID** | SA0560 Charlie | **Date** | 02/04/2020 |
| **Project Name** | Steam Match Machine | | |
| **Project Objectives** | Engage Steam website users to find pull and present game recommendations . | | |
| **Product Scope Definition** | Steam’s API will be the biggest technology for this project coupled with Microsoft Azure Web hosting powered built with the .NET Core framework. | | |
| **Project Requirements** | Must be able to store Steam’s game library in a database. Poll users to find out what game recommendations to retrieve. Present the recommendations in a creative and user friendly manner. | | |
| **Project Boundaries** | The project will include an interactive list of game recommendations, will be able to delete and add to the list. Users will be able to navigate to the game’s product page and purchase game. Will not include other game libraries. | | |
| **Project Deliverables** | A curated list of games  Option to purchase game | | |
| **Product Acceptance Criteria** | Functionality must include proper display of games and navigation functionality.  Questions that allude to users’ biases and interests in games. | | |
| **Project Constraints** | Forming meaningful and engaging questions, connecting properly to the API and taking as much advantage of possible. Possible limitations exist in the API we might not know of. As well as the creativity aspect may be challenging when marrying the application with Steam’s API in a proper way. | | |
| **Project Assumptions** | List any assumptions of the team and/or project (weekly time commitments, prior knowledge, meetings with product owner, etc.) | | |
| **Initial Project Organization** | In the agile environment, we are autonomous developers that share value with each other even when certain expertise’s exist among group members. | | |
| **Schedule Milestones** | 1. Have a database. 2. Connect to the API 3. Design our application in a richer sense. 4. Develop key features and functionality. 5. Present out application as well as refine features. | | |
| **Technology Plan** | Steam API, Microsoft Visual Studio Code, GitBash, GitHub, Jira, Slack, | | |
| **Approval Requirements** | User sign in functionality. A functioning website that polls questions about gaming personalities that retrieves and displays video game recommendations based on user input. Ability to edit list and make game recommendation adjustments. | | |