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GameMuse Database

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GameMuse Database

Final Project Report

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Submitted to:

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Abstract

The projects goal is to create a site that can help people shop for games. This includes both gamers and non-gamers, so the site needed to be simple to understand. Accuracy and speed were primary focuses on the project. The idea is that you can quickly look up a genre that you or someone you are shopping for likes, and quickly find out what you want to buy. The site provides general information on each game including: an average critic review score, a release date, a general description on the game, and a link to where you can purchase the game. The project covers the most commonly supported consoles for gaming in 2016.

The project started with the idea of creating a site where users could create profiles and save their likes and dislikes to their profiles. As a result this would generate lists of games that they might want to look into. The original design was based around this concept, but after multiple sessions with testers feedback started to indicate that the overall idea was too complex. This made using the site undesirable and more confusing than it needed to be. After gathering feedback, the project was adjusted to be easier to understand for the user and to be more in tune with their needs. Data from the following test sessions indicated that making these changes greatly improved the sites usability and the users overall desire to use the site in the future.

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