CS2680

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Final Project Proposal

For my final project I would like to do a LFG website with a twist. LFG commonly stands for "looking for game" in gamer lingo. While LFG websites are not a new thing by any stretch of the imagination the twist i would add would be to have a "timeless' version of the idea. First I'll explain how a traditional LFG websites operate and then go more into detail on my own idea

Traditionally LFG websites really only thrived or became known due to already existing popular game franchises. They added an extra layer of community helping smaller groups of people form into larger groups for the hardest multiplayer or co-operative content. Additionally they helped fringe players that enjoyed solo be able to group up for one time content runs with no strings attached. Making it very popular for a group of solo players to get together and then go their separate way or make connections as they wished

What i would propose with my idea is to have the ability to match with other players across games that are both currently played, not very popular, potentially very old. The idea is to get a hub going where players can always come to find people who want to play the games they love no matter the day and age. It's an idea where endless opportunity is always ready to meet the demand. Why I really think this would be a good idea is because there is endless amounts of games coming out a lot really good ones get overlooked being too niche, poorly advertised, or dead on arrival (lots of bugs).

Some features I would include in the long term would be an active fourm system that would be heavily moderated as too keep people on the topic of the website and make sure they are clean enough for anyone to visit. Another major feature I would add for this project would be a search/register function so people could see how active a game they would like to play is.That way they have a good idea how easy or hard it would be to organize groups based off sheer number count. This would remove a barrier of uncertainty with the consumer where they could be confident about the upfront transparency for a games willing community. I would wager that we would see many games revive if a professional grade version of this app would ever be released.

As far as some improvements on the existing formula I would have better division of groups and easier "one click" entry where your interest could be known with an easy method of contact minus the need to commit right away. I would also include a sherpa section where well seasoned players could offer help to newbies for a fee or free of charge if they so wish giving the platform an area to grow as the community so wishes. I would just ideally be part of a team that would provide the structure and framework to keep the idea grounded and safe.