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# **Game On Together Application**

Web Applications with C#  
Project Scope

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## **Author's declaration of originality**

I hereby certify that I am the sole author of this thesis. This thesis has not been presented for examination anywhere else.

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# Introduction

In the exciting worlds of Valorant and League of Legends, winning often comes down to teamwork. That's where 'Game on Together' steps in. It is not just a website; it's a space designed to connect players of the most popular titles of Riot Games company, creating teams that complement each other's skills and strategies. It is all about turning solo gaming frustrations into the joy of victory through collaboration.

I started this project because I understand the challenges of solo gaming. Random teammates can make or break the experience. One of my friends had a tough time playing alone. Her feeling left out and struggling to find a reliable gaming buddy made me realize we needed a solution.

So, 'Game on Together' is here to turn solo gaming challenges into shared victories. Imagine playing with people who get your style and skills. That's what this is all about.

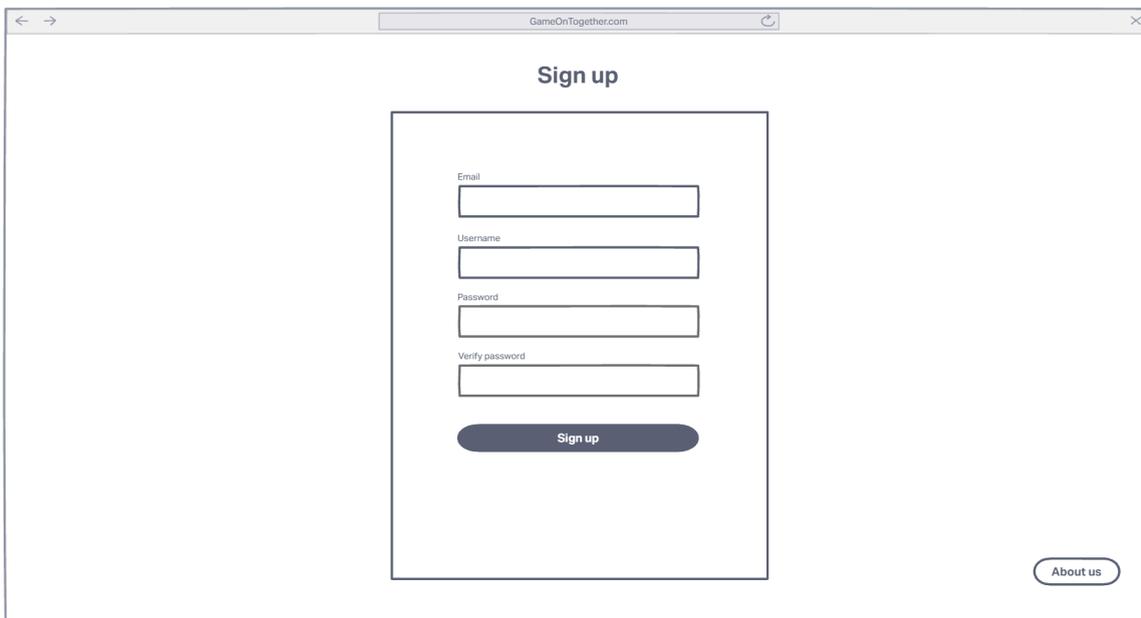
By helping gamers connect, "Game on Together" aims to create a positive and enjoyable gaming community. As players unite, friendships form, strategies improve, and victories become more satisfying. I believe this platform will empower players to focus on the joy of gaming together, making the gaming world a better and more fun place.



The website serves as a dedicated platform for gamers to find suitable teammates for Valorant and League of Legends. Users can create and browse through offers, specifying game details, preferred teammate criteria, and personal preferences.

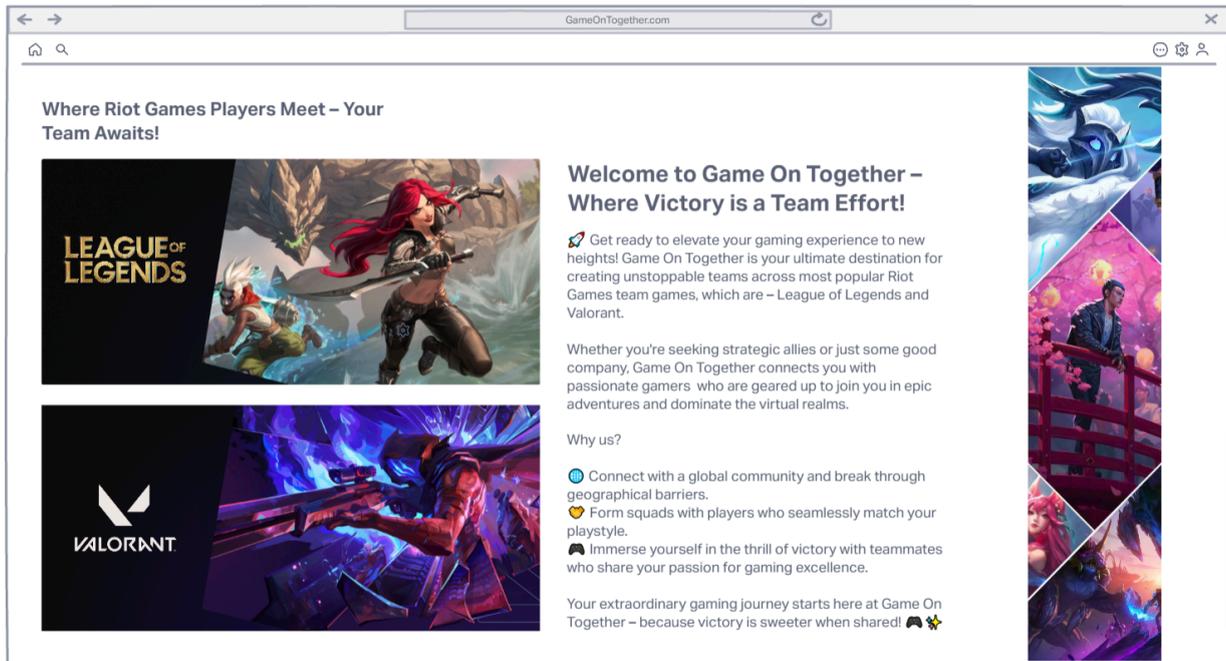


Picture 1. *Log in page*



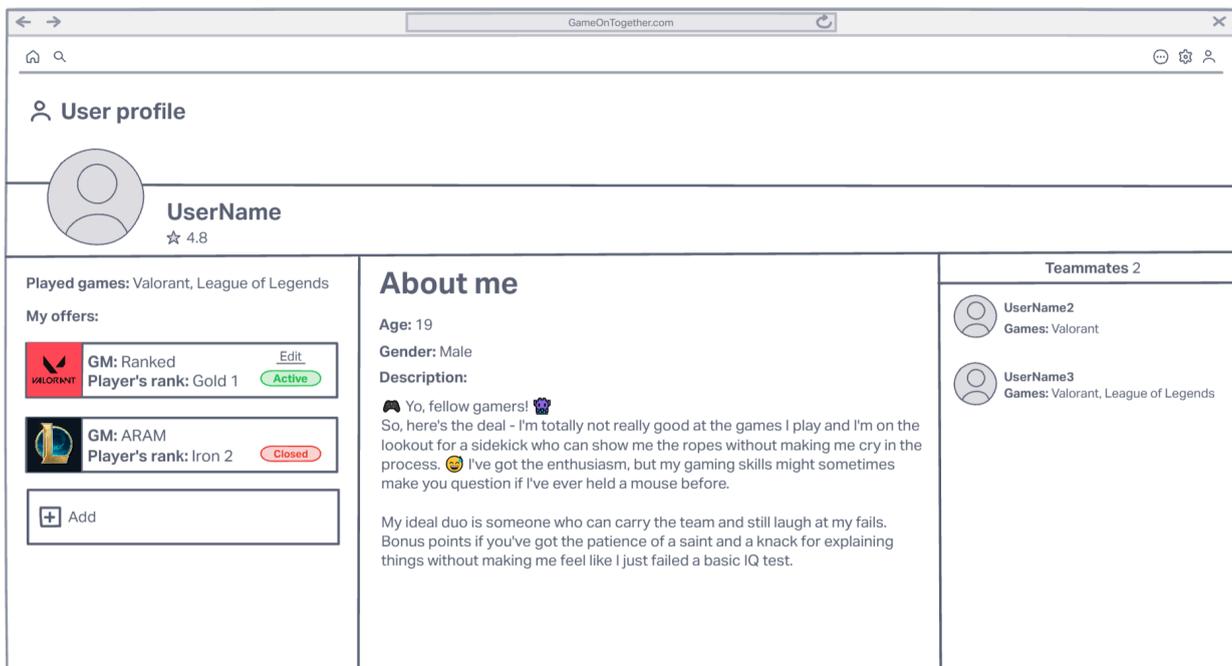
Picture 2. *Sign up page*

The home page is a starting page that users see when they log in. It serves as the primary entry point and provides an overview of the website's content and purpose.



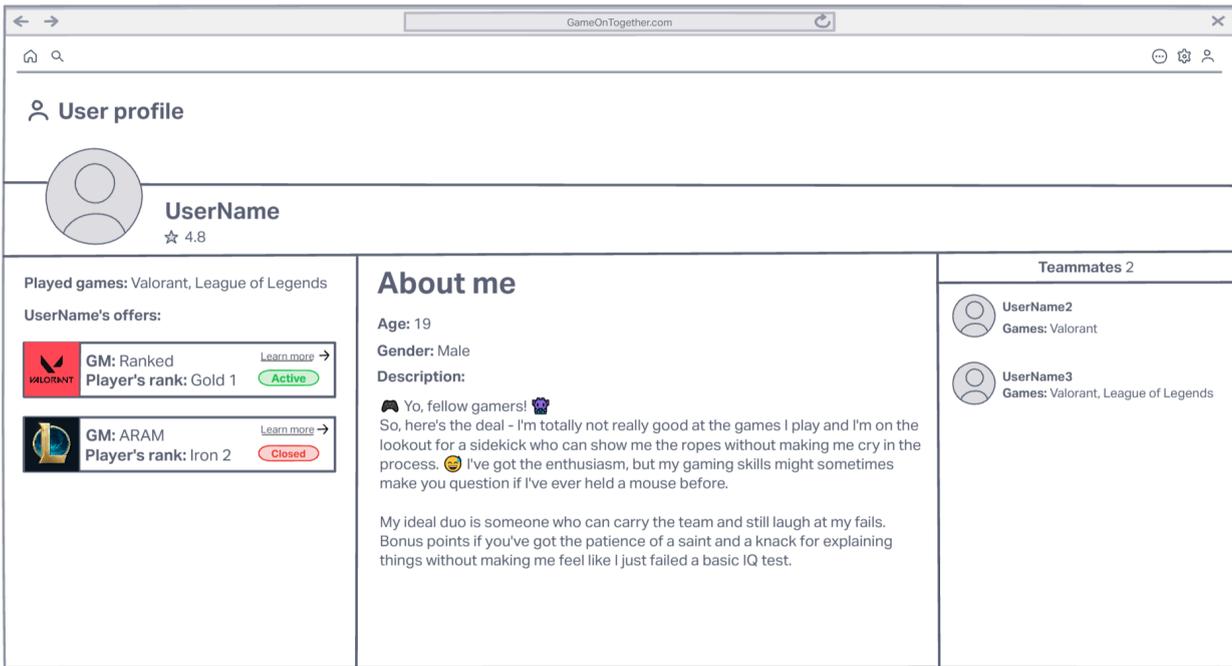
Picture 3. Home page

User profile represents all the main information about the user. When the profile is opened from the owner's perspective, the offers can be edited, if active, or added.



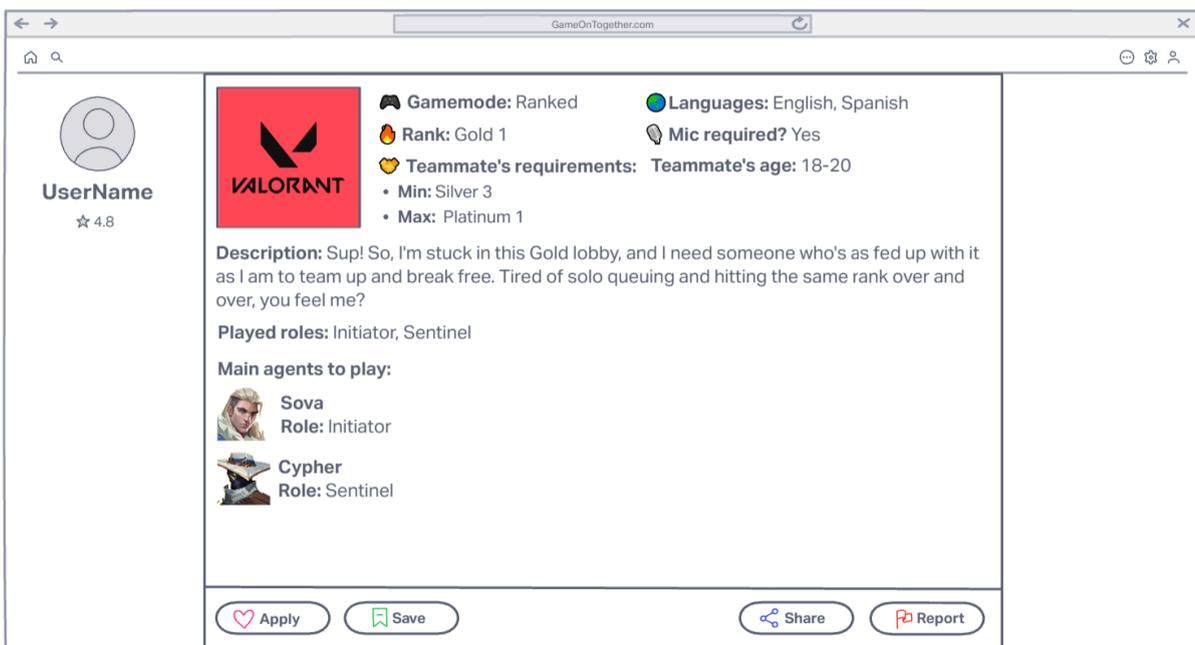
Picture 4. User profile (owner view)

When someone’s profile is opened from the guest's perspective, the guest can read more details about a particular offer by pressing the “ learn more” button.



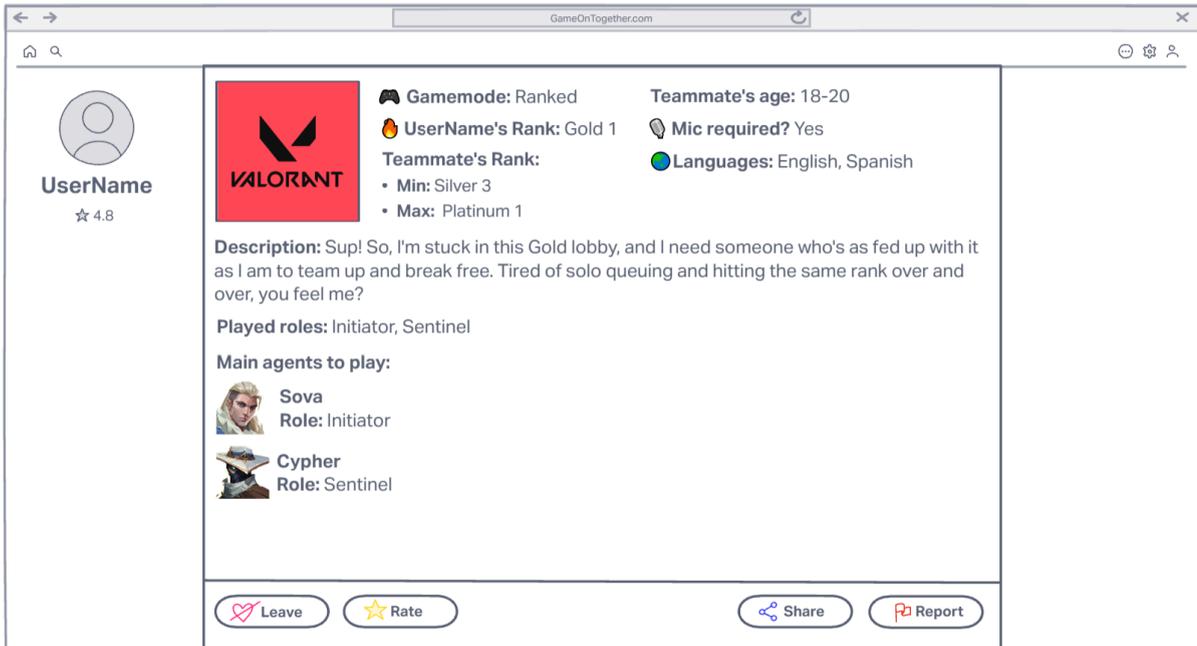
Picture 5. User profile (guest view)

An offer gives a description about all the necessary requirements which were set by the applicant. If a reader has not yet applied for the offer, he can apply/save/share/report it.



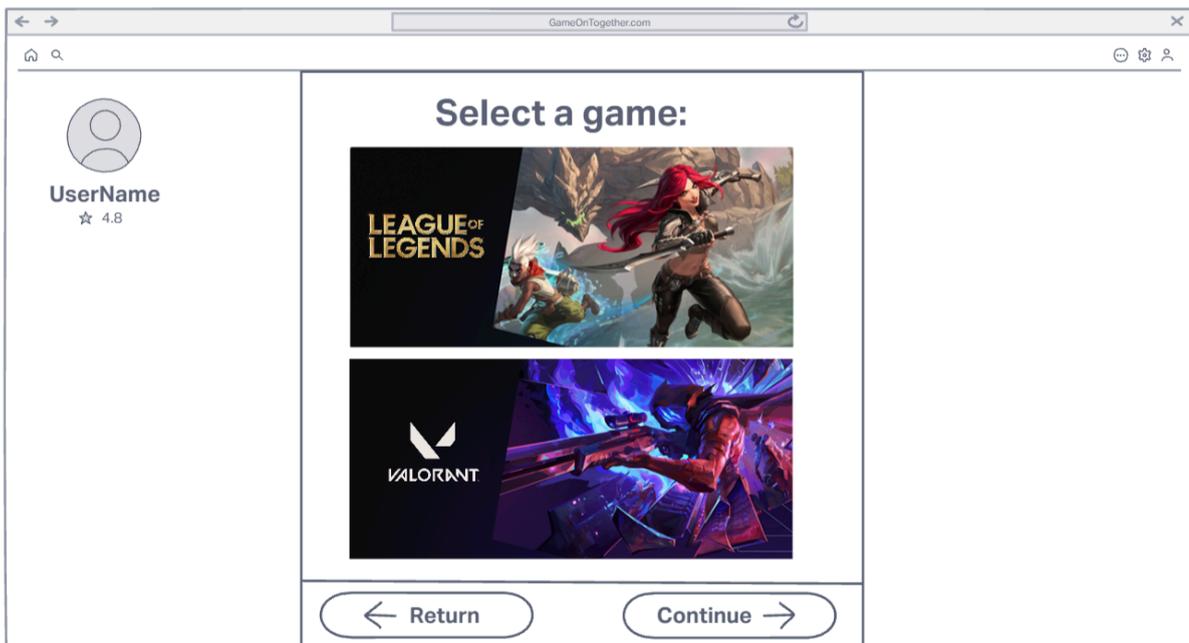
Picture 6. The Learn more button on the offer when pressed (not being a member)

If a reader is already a member of the offer, he can leave/rate/share/report it. The rating left by the participant affects the overall rating of the applicant.

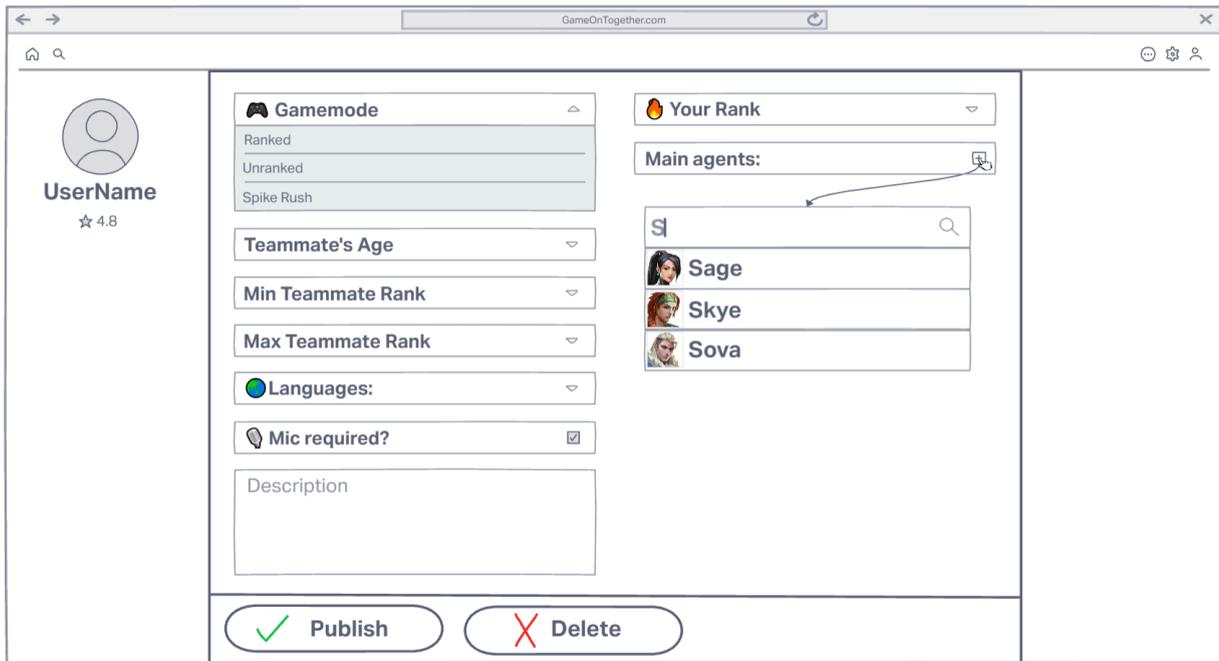


Picture 7. The Learn more button on the offer when pressed (being a member)

Users create offers specifying game, mode, their rank, preferred teammate's rank and age, mic requirement, spoken languages, and their main characters.

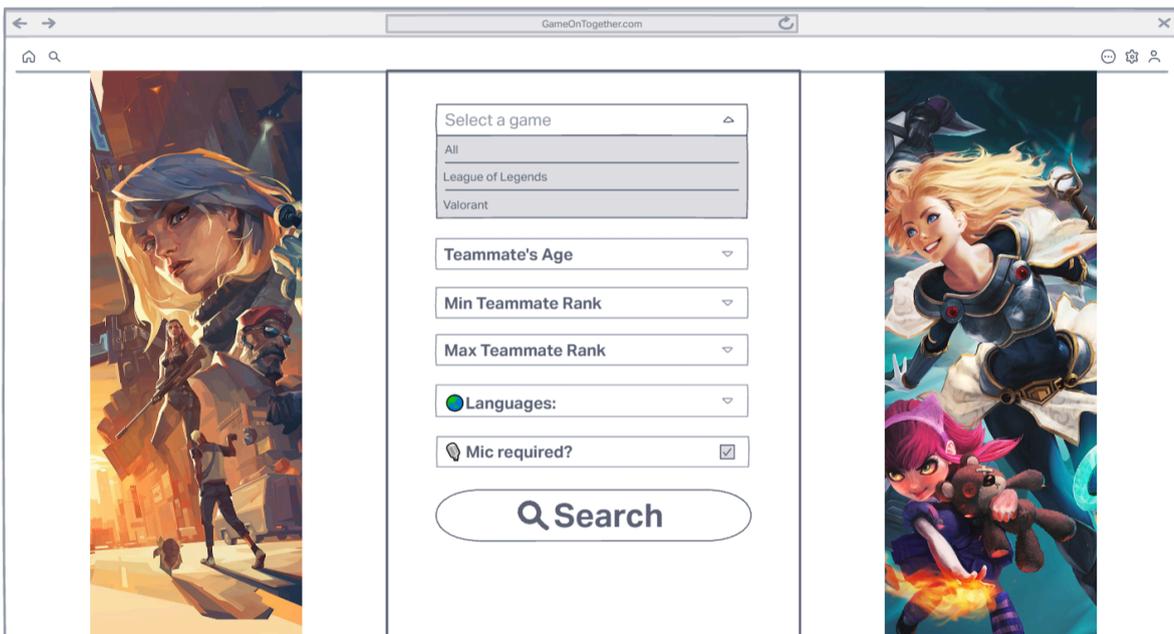


Picture 8. Offer creation part 1



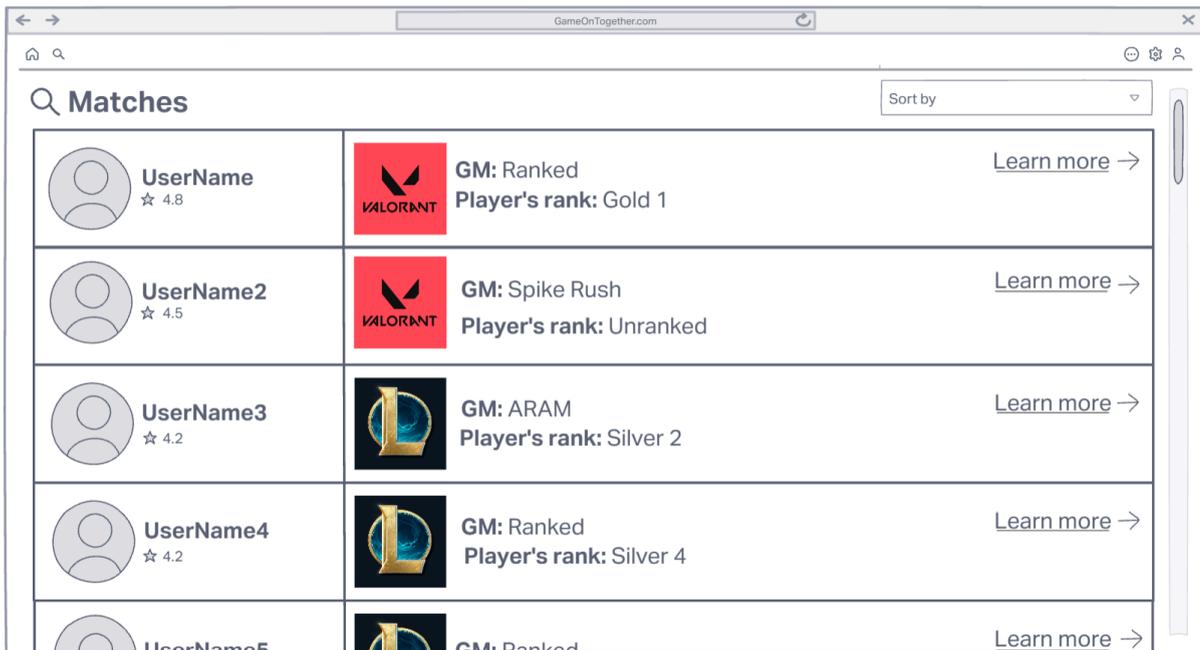
Picture 9. Offer creation part 2

Users can search offers by initially filtering them based on various criteria such as game, mode, rank, age, mic requirement, and spoken languages.



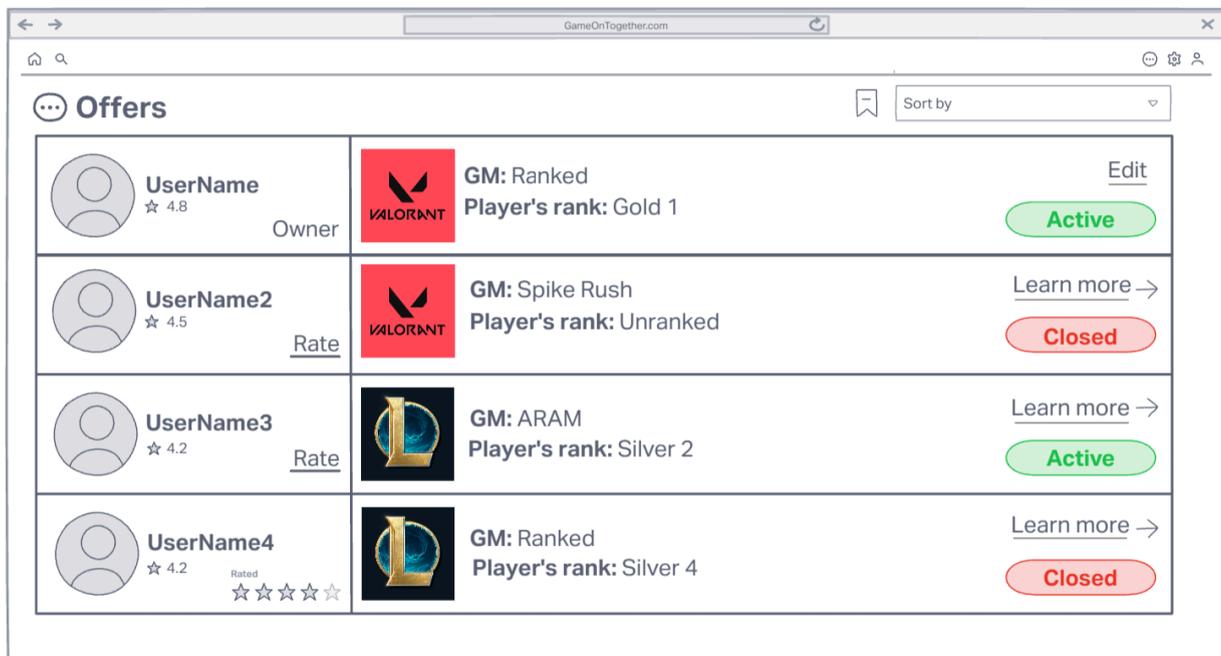
Picture 10. Configuring the search

Found matches can also be sorted by different criterias (f.e. applicant's rating, rank and etc).



Picture 11. Found matches to the customised search

All the users have a separate page for all the offers they are in as owner/member. Depending on their role, different functionality is provided for them. User's offers can be sorted by different criterias (f.e. applicant's rating, rank and etc). In addition, this page contains a button with previously saved offers.



Picture 12. User's offers (owned and joined)