Database.csv:

Database\_Writer.py:

Steam API
Calls Game\_List/Game to
modify local database
Communicates with
Database.csv

Game\_List.cpp:

Game\_Map:

Key: Game Name String

Value: Game

Account\_Name: String

Game Count: Int

Game.cpp:

Game Name: String Completion: Boolean

Started: Boolean Hour Count: Float

Achievement List: Pair<string, boolean>

Achievements Finished: Boolean

Genre List: Vector<String>
Game Description: String