

# Large-scale and Multi-structured Databases GameBase Application User Guide

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#### How to Launch the Application

- 1) The computer on which to launch the application should reside in or be connected through VPN to the UNIPI internal network to allow the connection to the databases used by the application.
- 2) The application graphical user interface (GUI) can be started by launching the application from the "GraphicInterface" class (which is defined in the "InnovativeSolutions\src\main\java\graphicInterface\GraphicInterface.java" file).
- 3) Once the graphical user interface has started, the application functionalities can be used by registering as a new user or by logging in with one the following sample credentials:

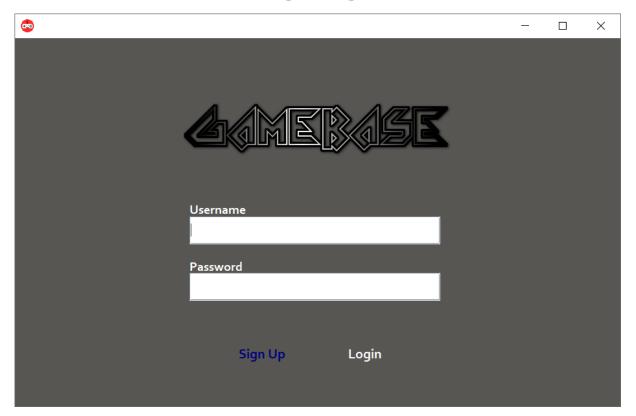
Username	Password	User Type
admin	adminPassword	ADMINISTRATOR
adrian	adrianPassword	ANALYST
laura	lauraPassword	ANALYST
adri	adriPassword	STANDARD USER
Gabriel	GabrielPassword	STANDARD USER
magicBob	magicBobPassword	STANDARD USER

It should also be noted that, in the unlikely event of an unrecoverable error within the application, the "cache" subfolder in the project directory should be deleted to ensure the client side key-value database to operate properly in the next execution.

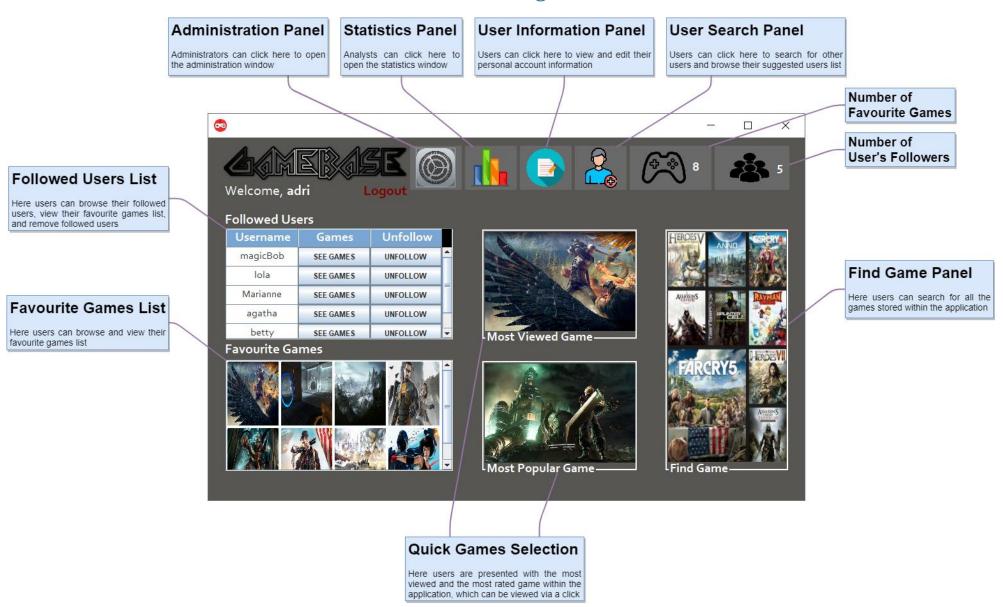
## **Application GUI Guide**

Below are shown all the windows comprising the application's graphical user interface, along with the offered functionalities:

## Login Page

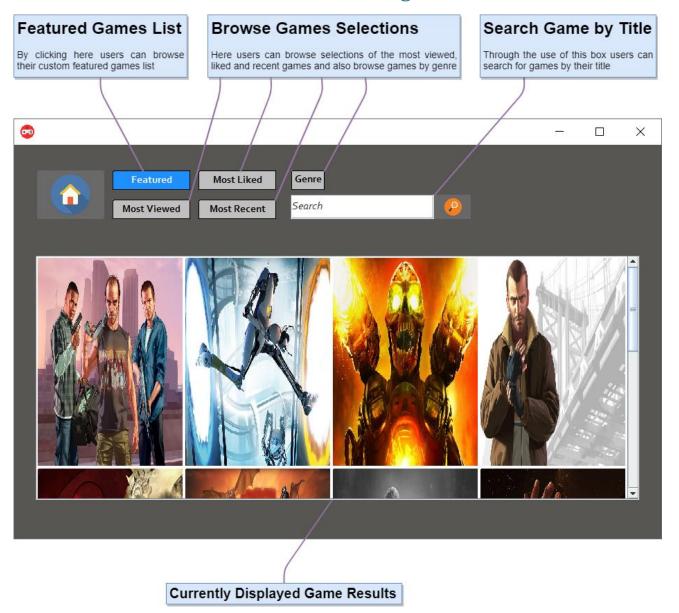


#### Home Page

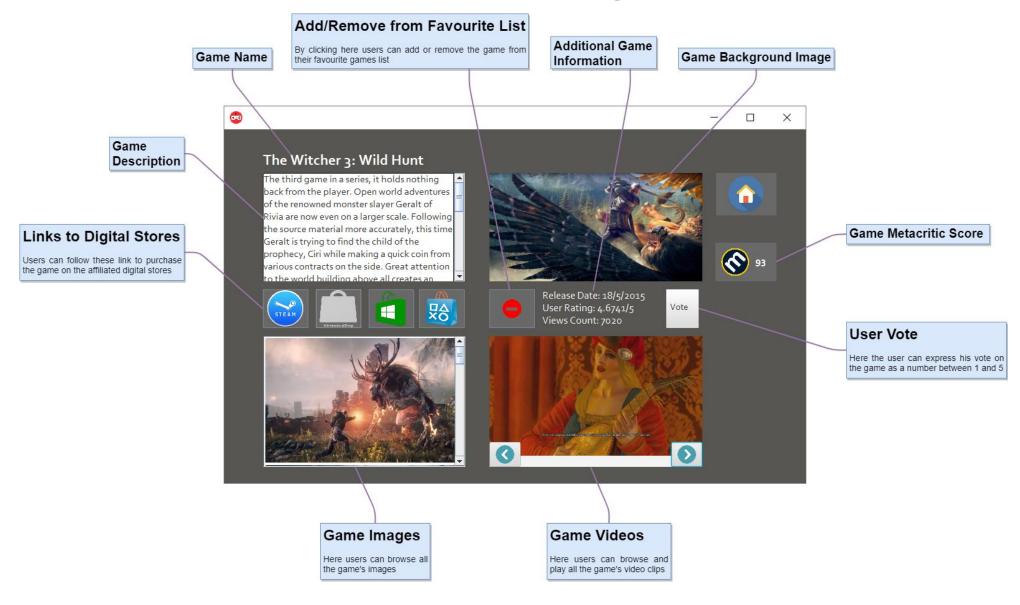


Task 2+3: GameBase Application User Guide

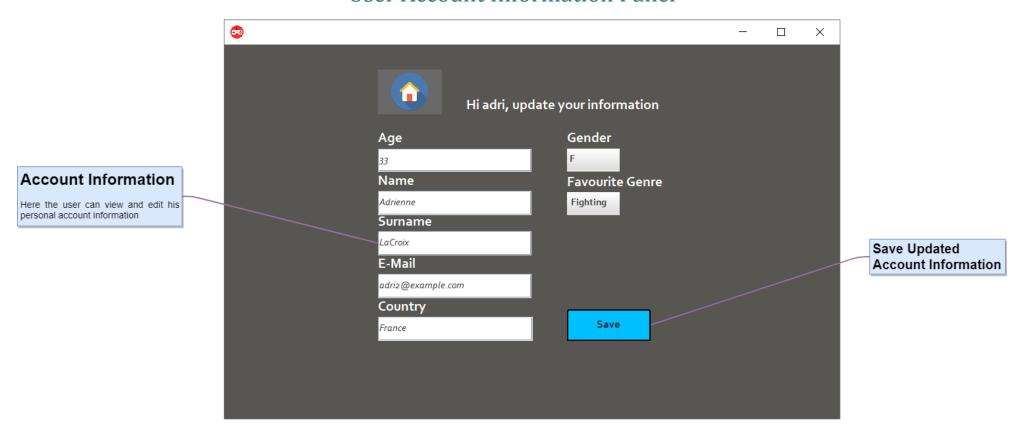
### Game Search Page



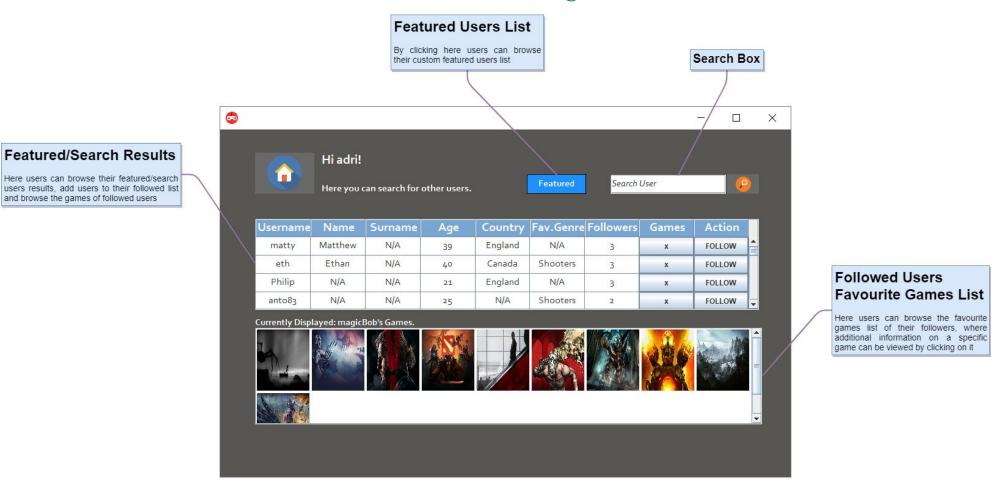
#### **Game Information Page**



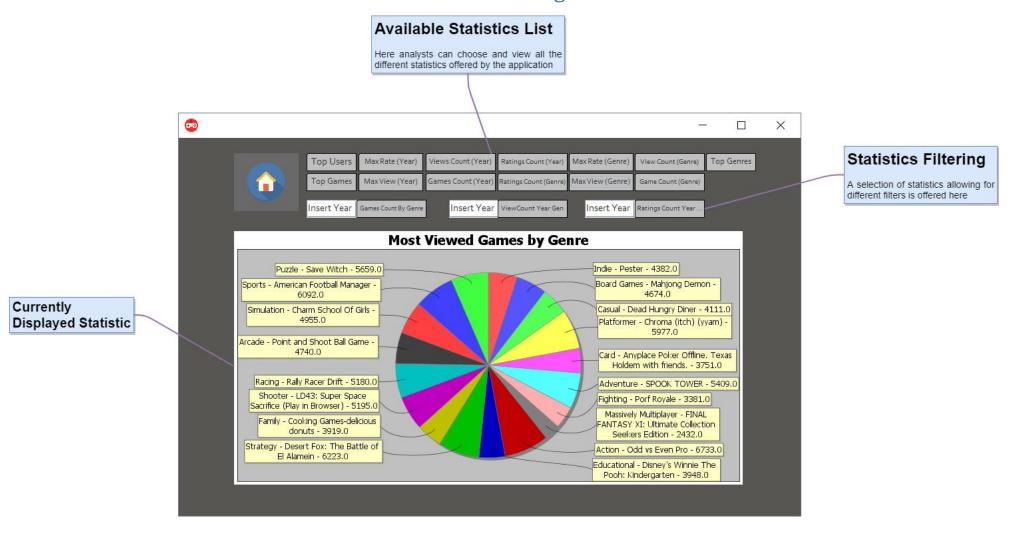
#### **User Account Information Panel**



### Search Users Page



#### **Statistics Page**



#### **Administration Control Panel**

