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We designed a mobile application that we hope will help people who might not know either what they want or know much about video games in general. The app is fairly simple and straight forward to use. The Main page uses Buttons that link the user to tables that will display a list of the games for either the console specified, or in the case of the all systems the games for every system. The table dialog pages themselves are comprised of two separate dialog's that have a menu to either exit return to the main frame, or in the case of the individual consoles switch between consoles. We had to separate them into two different dialog pages to compensate for the differing table sizes, one has the system added to the table while the other does not. Both of the table pages have a series of four button and a text field, the search button does a case insensitive search of just one value to any part of the table, the Advanced search function which will pop up a separate page which will allow the user to specify multiple different values for the searching to help narrow down a search, the more info button which will after you choose a game you are interested in in the table change frames to one with a picture of the game and a summary on the panel. The final button on the dialog is the rest table which just sets the table back to its previous state it was in before the search was implanted.

For the parts that everyone worked on,

Adam: Finding data sets for all Nintendo consoles except for GBA, the model taking the files in, and then sending them to info to put it together to place in the table Adam also built the reset table function which sets the table back to previous position

Chris: Finding data sets for all of the Microsoft systems, PC, Linux, and GBA, Chris also built the search and advanced search functions as well as the 2 Advanced Search pages. Chris also resized ALL the images.

Mitchell: Finding data sets for all the Sony systems, and Mac. Mitchell also built the majority of the UI pages (the main page, both the table pages, and the info page). As well as cleaned up the code used to set the data into the tables. I also implemented the graphical insertion on the info panel from the path given from the text.

Some functions that we did not manage to implement in was a review section which would allow the user to look at previous reviews and add their own review to the game. And allow the tables to be sorted by clicking the column and sorting alphabetically/numerically