Daniel Nestor’s Custom Game Inventory Application:

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Description of Functionality:

The intent of this application is to keep track of any basic game collection any user may have, The user is able to input various fields into the program by clicking the “Add Fields” and deciding on what type of field they should add to the application. Once done the user can add the game to the database where it will be stored safely for future keeping. The user can then go to the search page and search through the games in their collection that have been inputed into the database. There will also be an option to remove a selection from the database if the user so chooses.

Database Tables:

In this application there are 2 types of tables in the Database, Tables that store the field values and tables that store the actual game information data.

**Field Tables:**

GameConsoles

GameGenre

Languages

MediumInventory

**Game Information Tables:**

GamesInventory

**Queries to Initialize Tables:**

ConsolesTableQuery.sql

GenresTableQuery.sql

InitialTableQuery.sql

LanguagesTableQuery.sql

MediumInventoryTableQuery.sql

Technologies Used:

IDE: Visual Studio

Database: Microsoft SQL Server

Programming Language: C#

Screenshots:



