

**Borderlands 2 Database
Comp 420, Fall 2019**

**User Guide and Manual
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Hello and congratulations on your very new GUI. This document is here to help give you a rundown on the functionality of the python script 'Borderlands2019GUI.py'.

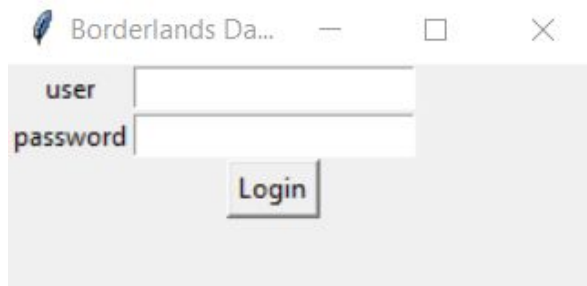
Please make sure you have internet availability



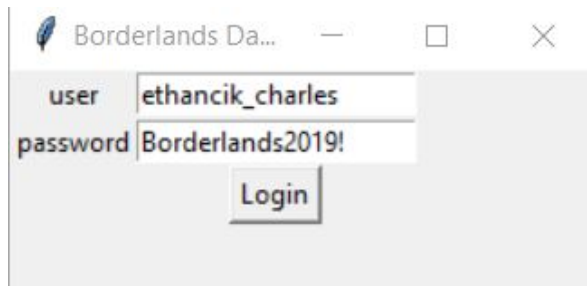
This database uses a MariaDB instance in CIKeys at host 'ethan.cikeys.com' and database 'ethancik_borderlands'.

The requirements for 'Borderlands2019GUI.py' in Python is
mysql-connector==2.2.9

When the script is run, the following screen should prompt you for credentials:

A screenshot of a web browser window titled "Borderlands Da...". The window contains a login form with two input fields: "user" and "password". Below the "password" field is a "Login" button. The form is set against a light gray background.

Here is an example:

A screenshot of the same web browser window as above, but with example credentials entered. The "user" field contains "ethancik_charles" and the "password" field contains "Borderlands2019!". The "Login" button is still visible below the password field.

When logged in, you should be met with the following UI:

The screenshot shows the 'BorderlandsDB User Interface' window. At the top is a search bar. Below it are several sections: 'Character' with a dropdown menu, 'Money', 'Eridium', 'Keys', and an 'Update Currency' button; 'Guns' with checkboxes for Assault Rifle, Submachine Gun, Shotgun, Sniper Rifle, Pistol, and Rocket Launcher; 'Ammo' with empty input boxes; and 'Other Items' with checkboxes for Shields, Grenades, Class Mods, and Relics. At the bottom of these sections are buttons for 'Create Character', 'Delete Character', 'Update Class', and 'Delete User'. Below these is a 'Results' section with a large empty box. At the very bottom are buttons for 'Add/Duplicate item to Inventory', 'Delete item from Inventory', 'Equip item to Character', and 'Unequip item on Character'.

It is more than likely that there will not be any characters available. You can create some using the **Create Character** Button.

The 'New Character' form has three input fields: 'Name:' (empty), 'Level(Defaults to 1):' (empty), and 'Class:' (a dropdown menu showing '...'). A 'Create' button is at the bottom right.

The new input frame above will take in any name, you are required to select a class and it will take in any number but will limit the number between 1 and 100. Leaving the level empty will default to 1.

These next few examples are all valid inputs:

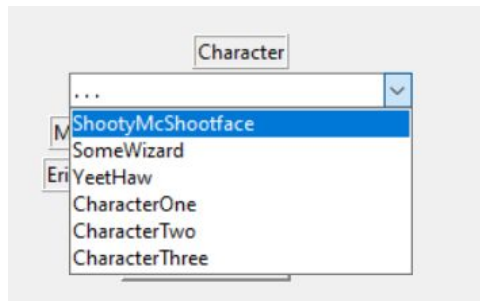
The 'New Character' form shows 'Name:' filled with 'CharacterOne', 'Level(Defaults to 1):' empty, and 'Class:' set to 'Commando' in the dropdown menu. The 'Create' button is visible.

The 'New Character' form shows 'Name:' filled with 'CharacterTwo', 'Level(Defaults to 1):' filled with '30', and 'Class:' set to 'Siren' in the dropdown menu. The 'Create' button is visible.

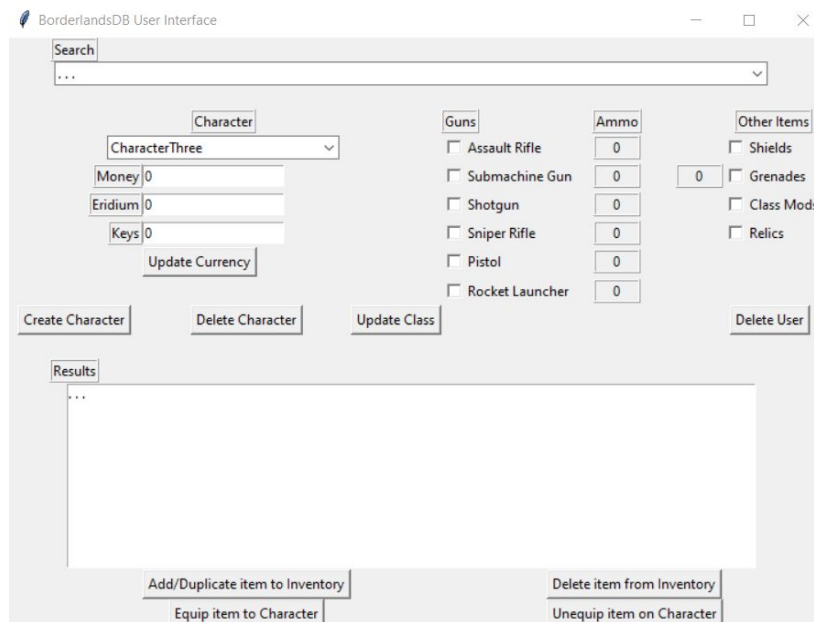
The 'New Character' form shows 'Name:' filled with 'CharacterThree', 'Level(Defaults to 1):' filled with '1337', and 'Class:' set to 'Psycho' in the dropdown menu. The 'Create' button is visible.

We will note later on that CharacterThree has been throttled to level 100.

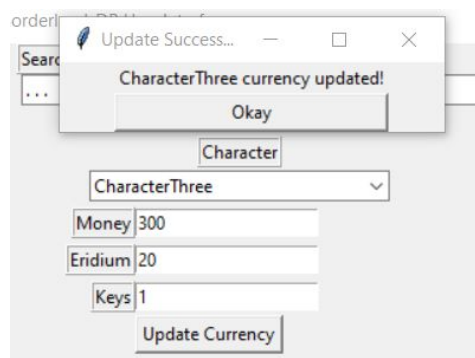
Now we can select a character:



By selecting a character, observe that values are now filled for the ammo and currencies:



You can manipulate main currencies by changing the values directly and hitting the **Update Currency** button:



You can also change the ammo values by **left-clicking** and **right-clicking**.

Left-Clicking will increment the associated ammo by 1. **Right-clicking** will decrement the associated ammo by 1. You can see the association of the ammo with its nearby checkbox neighbor.

Increment by **left-clicking**:

Guns	Ammo	Other Items
<input checked="" type="checkbox"/> Assault Rifle	11	<input type="checkbox"/> Shields
<input type="checkbox"/> Submachine Gun	10	<input type="checkbox"/> Grenades
<input type="checkbox"/> Shotgun	0	<input type="checkbox"/> Class Mods
<input type="checkbox"/> Sniper Rifle	8	<input type="checkbox"/> Relics
<input type="checkbox"/> Pistol	4	
<input type="checkbox"/> Rocket Launcher	7	

Delete User

Decrement by **right-clicking**:

Guns	Ammo	Other Items
<input checked="" type="checkbox"/> Assault Rifle	7	<input type="checkbox"/> Shields
<input type="checkbox"/> Submachine Gun	0	<input type="checkbox"/> Grenades
<input type="checkbox"/> Shotgun	0	<input type="checkbox"/> Class Mods
<input type="checkbox"/> Sniper Rifle	0	<input type="checkbox"/> Relics
<input type="checkbox"/> Pistol	4	
<input type="checkbox"/> Rocket Launcher	4	

Delete User

Note that the values cannot go below 0, because you cannot shoot into negative bullets. Likewise, the max is very high but there is an upper limit.

The next functionality is that of the search querying.

Search

Show Character Inventory

Show Character Inventory

Show Character Equipment

Show Current Character Stats and Badass

Show All Items(Ignore Checkboxes)

Show All Items

Show All Item Locations(Ignore Checkboxes)

Show All Item Locations

Show All Vehicles

Show All Enemy Locations

The user can select a fine variety of queries.

Some require no other input then the search itself such as 'Show All Vehicles', 'Show All Enemy Locations', 'Show All Items(Ignore Checkboxes)' and 'Show All Item Locations(Ignore Checkboxes)'

Some only require a character such as 'Show Current Character Stats and Badass' and 'Show Character Equipment'.

Some only require checkboxes such that of 'Show All Items' and 'Show All Item Locations'

Some require both such as 'Show Character Inventory'.

By having a character, we can 'Show Current Character Stats and Badass'. We can see that CharacterThree has indeed throttled to level 100:

The screenshot shows the 'BorderlandsDB User Interface' window. At the top, there's a search bar with the text 'Show Current Character Stats and Badass'. Below this, there's a 'Character' dropdown menu set to 'CharacterThree'. To the right of this are input fields for 'Money' (300), 'Eridium' (20), and 'Keys' (1), with an 'Update Currency' button below them. Further right are sections for 'Guns' (Assault Rifle, Submachine Gun, Shotgun, Sniper Rifle, Pistol, Rocket Launcher) and 'Ammo' (7, 0, 0, 0, 4, 4). To the right of these are 'Other Items' (Shields, Grenades, Class Mods, Relics). At the bottom of this section are buttons: 'Create Character', 'Delete Character', 'Update Class', and 'Delete User'. Below all this is a 'Results' section showing the following text: 'User: ethancik_charles', 'Name: CharacterThree', 'Class: Psycho', 'Level: 100', 'Badass Level: 104', 'Health Increase %: 3.1', 'Shield Increase %: 3.1', 'Shield Recharge Delay: 1.1', 'Shield Recharge Rate: 1.1', and 'Melee Damage: 3.1'. At the very bottom are buttons: 'Add/Duplicate item to Inventory', 'Delete item from Inventory', 'Equip item to Character', and 'Unequip item on Character'.

We can update the class from here, just click **Update Class**, and it will associate with the currently selected character. I want my Character to become an Assassin:

The screenshot shows a small dialog box titled 'Update Class'. It has a 'Class' dropdown menu set to 'Assassin' and an 'Update' button below it.

If you are at 'Show Current Character Stats and Badass', you will see the table update:

The screenshot shows the 'Results' section of the interface, displaying the following text: 'User: ethancik_charles', 'Name: CharacterThree', 'Class: Assassin', 'Level: 100', 'Badass Level: 104', 'Health Increase %: 3.1', 'Shield Increase %: 3.1', 'Shield Recharge Delay: 1.1', 'Shield Recharge Rate: 1.1', and 'Melee Damage: 3.1'.

CharacterThree is now an Assassin.

As an additional note, you can navigate the table using the WASD keys on the keyboard or the scroll wheel on a mouse.

Melee Damage: 3.1
Grenade Damage: 3.1
Gun Accuracy: 5.0
Gun Damage: 2.7
Fire Rate: 3.1
Recoil Reduction: 2.7
Reload Speed: 2.7
Elemental Effect Chance: 3.1
Elemental Effect Damage: 3.1
Critical Hit Chance: 5.0

Looking into 'Show Character Equipment', CharacterThree has no items equip. To equip items, you need to select an item in 'Show Character Inventory' and press the button **Equip item to Character**.

BorderlandsDB User Interface

Search

Show Character Equipment

Character: CharacterThree

Money: 300

Eridium: 20

Keys: 1

Update Currency

Create Character Delete Character Update Class Delete User

Results

CharacterThree Equipped Items:

Gun 1:
Gun 2:
Gun 3:
Gun 4:
Grenade:
Class Mod:
Relic:
Shield:

Add/Duplicate item to Inventory Delete item from Inventory

Equip item to Character Unequip item on Character

'Show Character Inventory' on Character makes it seem like there is nothing there. Try clicking on all the **checkboxes**.

BorderlandsDB User Interface

Search

Show Character Inventory

Character: CharacterThree

Money: 300

Eridium: 20

Keys: 1

Update Currency

Create Character Delete Character Update Class Delete User

Results

Add/Duplicate item to Inventory Delete item from Inventory

Equip item to Character Unequip item on Character

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BorderlandsDB User Interface

Search

Show Character Inventory

Character: CharacterThree

Money: 300

Eridium: 20

Keys: 1

Update Currency

Guns:

- ☒ Assault Rifle: 7
- ☒ Submachine Gun: 0
- ☒ Shotgun: 0
- ☒ Sniper Rifle: 0
- ☒ Pistol: 4
- ☒ Rocket Launcher: 4

Ammo:

- 7
- 0
- 0
- 0
- 4
- 4

Other Items:

- ☒ Shields
- ☒ Grenades
- ☒ Class Mods
- ☒ Relics

Create Character Delete Character Update Class Delete User

Results

Name	Item Type	Damage Type	Rarity	Manufacturer
------	-----------	-------------	--------	--------------

Add/Duplicate item to Inventory Delete item from Inventory Equip item to Character Unequip item on Character

Nothing has changed. This is because there is no items in CharacterThree's Inventory. We need to add some from Show All Item Locations, Show All Items or their Ignore Checkbox variations.

Search

Show All Items(Ignore Checkboxes)

Character: CharacterThree

Money: 300

Eridium: 20

Keys: 1

Update Currency

Guns:

- ☒ Assault Rifle: 7
- ☒ Submachine Gun: 0
- ☒ Shotgun: 0
- ☒ Sniper Rifle: 0
- ☒ Pistol: 4
- ☒ Rocket Launcher: 4

Ammo:

- 7
- 0
- 0
- 0
- 4
- 4

Other Items:

- ☒ Shields
- ☒ Grenades
- ☒ Class Mods
- ☒ Relics

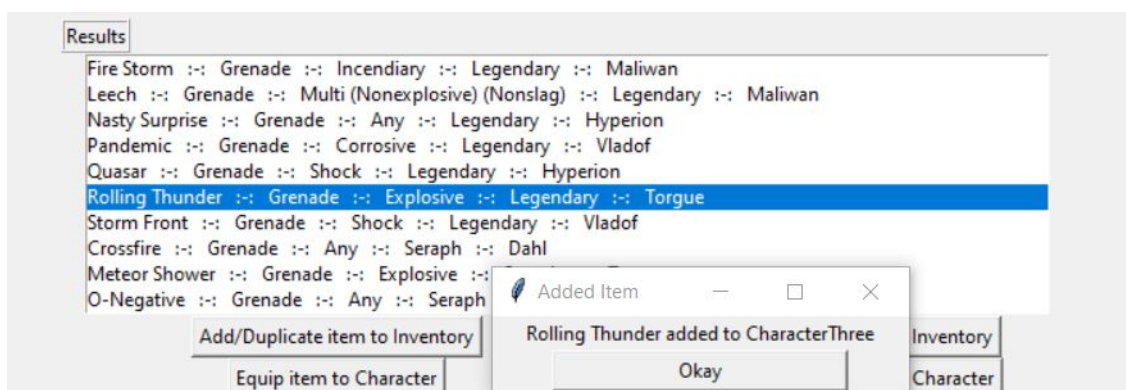
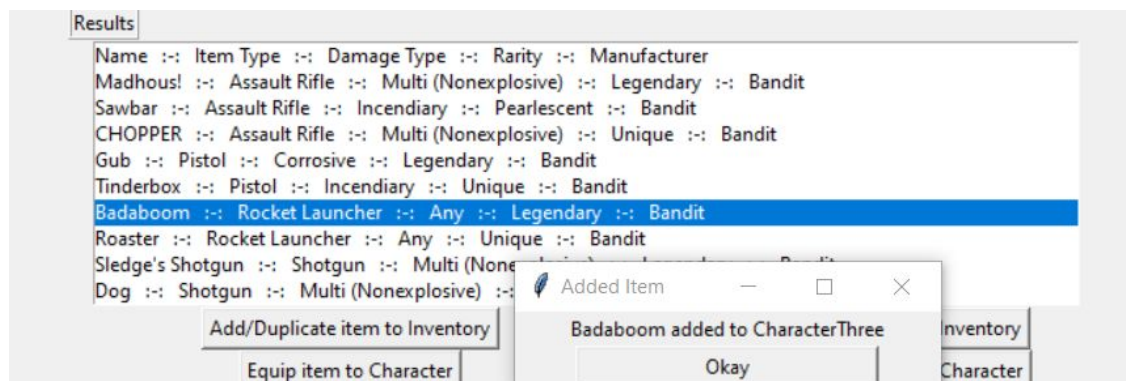
Create Character Delete Character Update Class Delete User

Results

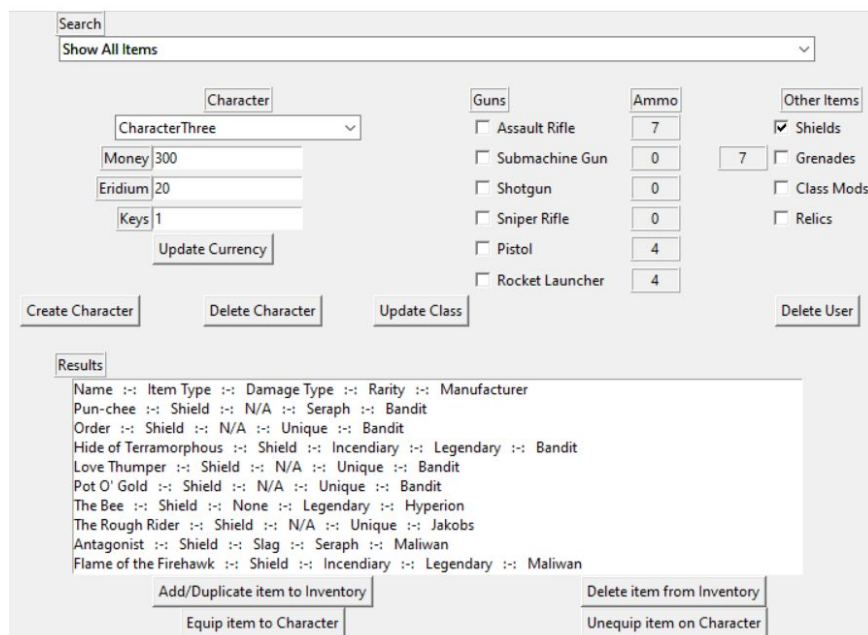
Name	Item Type	Damage Type	Rarity	Manufacturer
Madhouse!	Assault Rifle	Multi (Nonexplosive)	Legendary	Bandit
Sawbar	Assault Rifle	Incendiary	Pearlescent	Bandit
CHOPPER	Assault Rifle	Multi (Nonexplosive)	Unique	Bandit
Gub	Pistol	Corrosive	Legendary	Bandit
Tinderbox	Pistol	Incendiary	Unique	Bandit
Badaboom	Rocket Launcher	Any	Legendary	Bandit
Roaster	Rocket Launcher	Any	Unique	Bandit
Sledge's Shotgun	Shotgun	Multi (Nonexplosive)	Legendary	Bandit
Dog	Shotgun	Multi (Nonexplosive)	Unique	Bandit

Add/Duplicate item to Inventory Delete item from Inventory

To add an item to a current Character Inventory, select the item, then press the **Add/Duplicate item to inventory**



Its time to get CharacterThree Equipped. First, add all items wished to the inventory. We can quicken the search by using 'Show All Items' and only select one checkbox. In this case, Shields.



Or Grenades:

Search
Show All Items

Character
CharacterThree

Money 300
Eridium 20
Keys 1
Update Currency

Create Character Delete Character Update Class Delete User

Guns
☐ Assault Rifle
☐ Submachine Gun
☐ Shotgun
☐ Sniper Rifle
☐ Pistol
☐ Rocket Launcher

Ammo
7
0
0
0
4
4

Other Items
☐ Shields
☒ Grenades
☐ Class Mods
☐ Relics

Results

Name	Item Type	Damage Type	Rarity	Manufacturer
Bonus Package	Grenade	Explosive	Legendary	Torgue
Bouncing Bonny	Grenade	Any	Legendary	Dahl
Chain Lightning	Grenade	Shock	Legendary	Maliwan
Fastball	Grenade	Multi (Nonslag)	Legendary	Tediore
Fire Bee	Grenade	Incendiary	Legendary	Vladof
Fire Storm	Grenade	Incendiary	Legendary	Maliwan
Leech	Grenade	Multi (Nonexplosive) (Nonslag)	Legendary	Maliwan
Nasty Surprise	Grenade	Any	Legendary	Hyperion
Pandemic	Grenade	Corrosive	Legendary	Vladof

Add/Duplicate item to Inventory Delete item from Inventory
Equip item to Character Unequip item on Character

After selecting a slew of items, 'Show Character Inventory' with no checkboxes will make it still be empty. But with all checkboxes:

Search
Show Character Inventory

Character
CharacterThree

Money 300
Eridium 20
Keys 1
Update Currency

Create Character Delete Character Update Class Delete User

Guns
☒ Assault Rifle
☒ Submachine Gun
☒ Shotgun
☒ Sniper Rifle
☒ Pistol
☒ Rocket Launcher

Ammo
7
0
0
0
4
4

Other Items
☒ Shields
☒ Grenades
☒ Class Mods
☒ Relics

Results

Name	Item Type	Damage Type	Rarity	Manufacturer
Conference Call	Shotgun	Multi (Nonexplosive)	Legendary	Hyperion
Pimpemel	Sniper Rifle	Multi (Nonexplosive)	Unique	Maliwan
Badaboom	Rocket Launcher	Any	Legendary	Bandit
The Bee	Shield	None	Legendary	Hyperion
Rolling Thunder	Grenade	Explosive	Legendary	Torgue
Kiss of Death	Grenade	Multi (Nonslag)	Unique	Maliwan
Relic	Moxi's Endowment	Unique	The Dust	Anshin

Add/Duplicate item to Inventory Delete item from Inventory
Equip item to Character Unequip item on Character

CharacterThree has many items. Item Duplication is also possible. Just select the item and press **Add/Duplicate item to Inventory**

Results

Name	Item Type	Damage Type	Rarity	Manufacturer
Conference Call	Shotgun	Multi (Nonexplosive)	Legendary	Hyperion
Conference Call	Shotgun	Multi (Nonexplosive)	Legendary	Hyperion
Conference Call	Shotgun	Multi (Nonexplosive)	Legendary	Hyperion
Conference Call	Shotgun	Multi (Nonexplosive)	Legendary	Hyperion
Pimpemel	Sniper Rifle	Multi (Nonexplosive)	Unique	Maliwan
Badaboom	Rocket Launcher	Any	Legendary	Bandit
The Bee	Shield	None	Legendary	Hyperion
Rolling Thunder	Grenade	Explosive	Legendary	Torgue
Kiss of Death	Grenade	Multi (Nonslag)	Unique	Maliwan

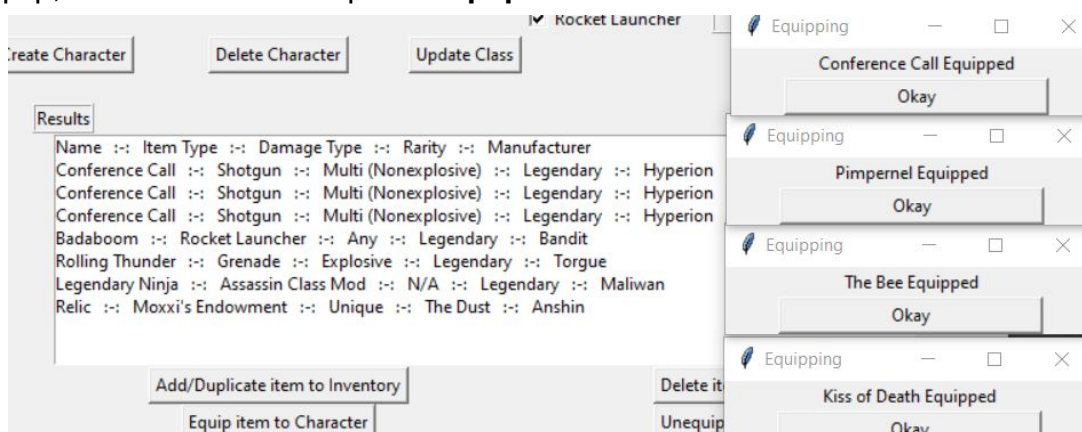
Add/Duplicate item to Inventory Delete item from Inventory

Added Item
Conference Call added to CharacterThree
Okay

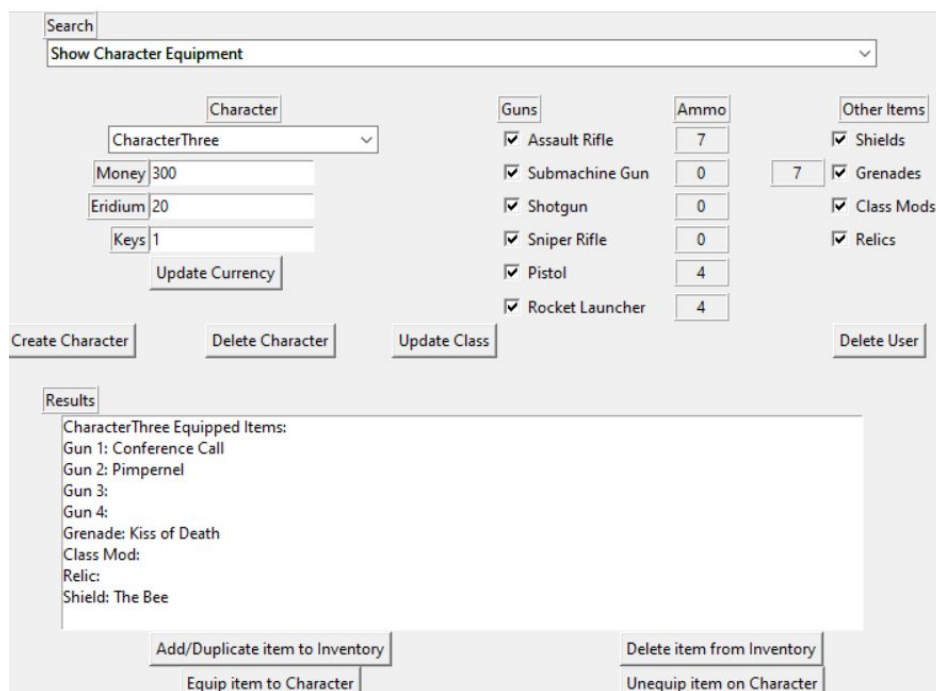
Added Item
Conference Call added to CharacterThree
Okay

Added Item
Conference Call added to CharacterThree
Okay

To equip, select the item and press **Equip Item to Character**



As seen:



But with full Equipment, no other items can be equipped this is where **Unequip item on Character** becomes useful:



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Results

CharacterThree Equipped Items:

Gun 1: Conference Call
Gun 2:
Gun 3:
Gun 4: Conference Call
Grenade:
Class Mod: Legendary Ninja
Relic: Moxxi's Endowment
Shield: The Bee

Add/Duplicate item to Inventory Delete item from Inventory

Equip item to Character Unequip item on Character

They are back in the inventory:

Search

Show Character Inventory

Character: CharacterThree

Money: 300
Eridium: 20
Keys: 1
Update Currency

Guns

<input checked="" type="checkbox"/> Assault Rifle	7
<input checked="" type="checkbox"/> Submachine Gun	0
<input checked="" type="checkbox"/> Shotgun	0
<input checked="" type="checkbox"/> Sniper Rifle	0
<input checked="" type="checkbox"/> Pistol	4
<input checked="" type="checkbox"/> Rocket Launcher	4

Ammo

7
0
0
0
4
4

Other Items

☒ Shields
☒ Grenades
☒ Class Mods
☒ Relics

Create Character Delete Character Update Class Delete User

Results

Name	Item Type	Damage Type	Rarity	Manufacturer
Conference Call	Shotgun	Multi (Nonexplosive)	Legendary	Hyperion
Conference Call	Shotgun	Multi (Nonexplosive)	Legendary	Hyperion
Pimpernel	Sniper Rifle	Multi (Nonexplosive)	Unique	Maliwan
Badaboom	Rocket Launcher	Any	Legendary	Bandit
Rolling Thunder	Grenade	Explosive	Legendary	Torgue
Kiss of Death	Grenade	Multi (Nonslag)	Unique	Maliwan

Add/Duplicate item to Inventory Delete item from Inventory

Equip item to Character Unequip item on Character

We can add other items to the equipment:

Search

Show Character Equipment

Character: CharacterThree

Money: 300
Eridium: 20
Keys: 1
Update Currency

Guns

<input checked="" type="checkbox"/> Assault Rifle	7
<input checked="" type="checkbox"/> Submachine Gun	0
<input checked="" type="checkbox"/> Shotgun	0
<input checked="" type="checkbox"/> Sniper Rifle	0
<input checked="" type="checkbox"/> Pistol	4
<input checked="" type="checkbox"/> Rocket Launcher	4

Ammo

7
0
0
0
4
4

Other Items

☒ Shields
☒ Grenades
☒ Class Mods
☒ Relics

Create Character Delete Character Update Class Delete User

Results

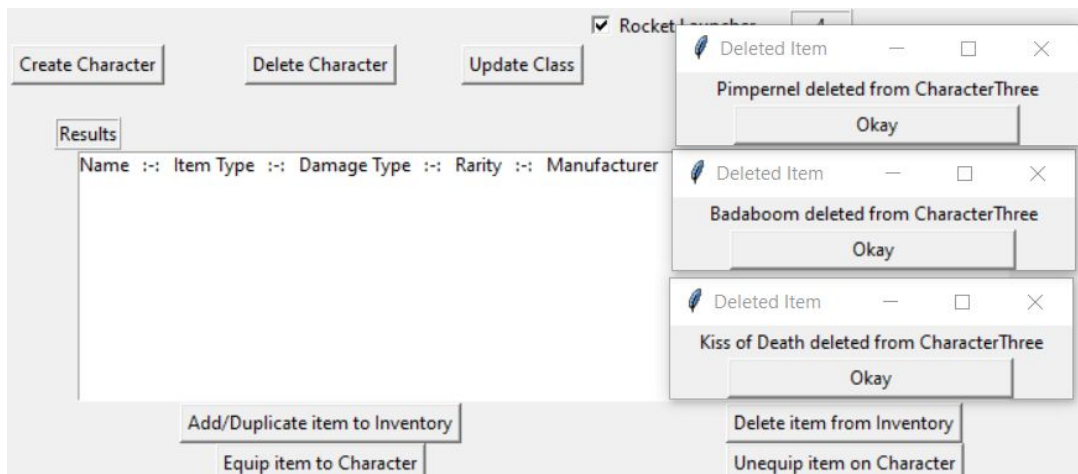
CharacterThree Equipped Items:

Gun 1: Conference Call
Gun 2: Conference Call
Gun 3: Conference Call
Gun 4: Conference Call
Grenade: Rolling Thunder
Class Mod: Legendary Ninja
Relic: Moxxi's Endowment
Shield: The Bee

Add/Duplicate item to Inventory Delete item from Inventory

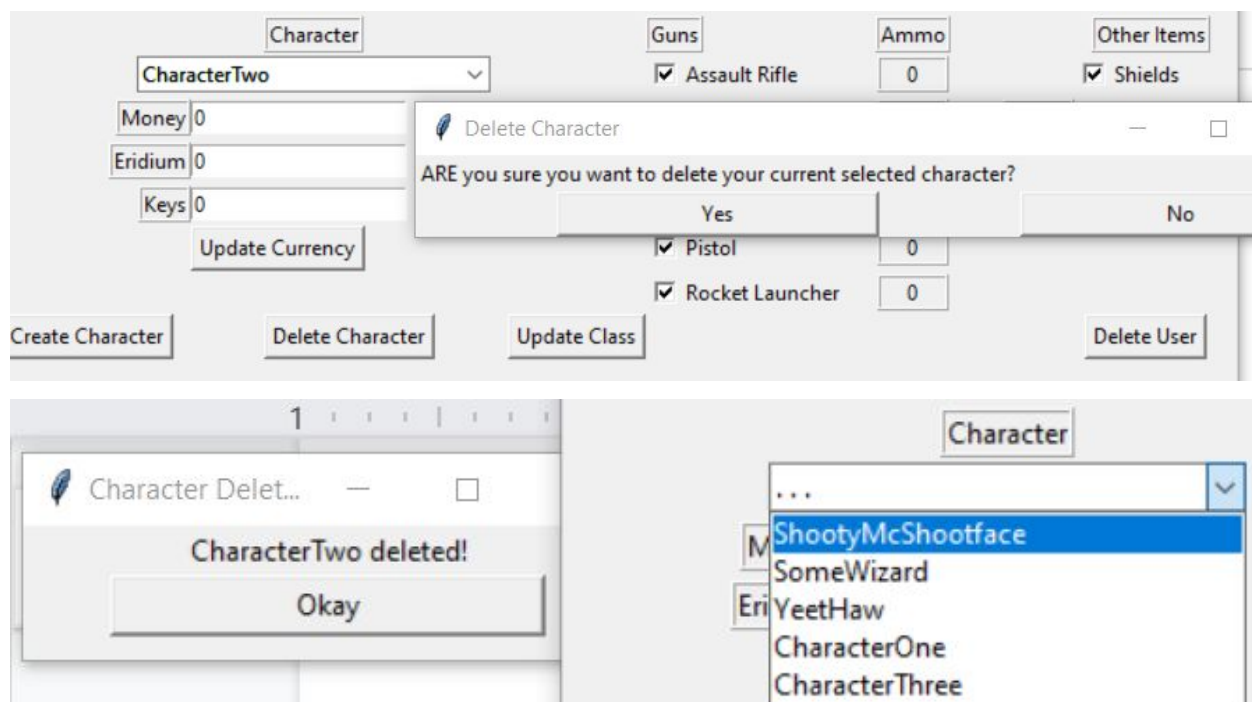
Equip item to Character Unequip item on Character

Any unwanted items can be deleted from the inventory. In 'Show Character Inventory', select an item and press **Delete item from inventory**



We only need Conference Calls.

Let us say we need to be rid of CharacterTwo. We can delete them. Selecting CharacterTwo, press **Delete Character**. The program will handle the rest.



CharacterTwo has been deleted. All associated tuples in other tables have also been deleted.

Here are just some more query examples:

‘Show All Vehicles’:

Search

Show All Vehicles

Character

...

Money 0

Eridium 0

Keys 0

Update Currency

Guns

☒ Assault Rifle

☒ Submachine Gun

☒ Shotgun

☒ Sniper Rifle

☒ Pistol

☒ Rocket Launcher

Ammo

0

0

0

0

0

0

Other Items

☒ Shields

☒ Grenades

☒ Class Mod

☒ Relics

Create Character

Delete Character

Update Class

Delete User

Results

Vehicle 1:

Vehicle Name: Outrunner

Vehicle Type: SUV

Vehicle Crew: 1 Driver, 1 Gunner

Vehicle Weapons: Front: Machine gun, Turret: Machine gun or launcher

Vehicle Location: Salt Flats

Vehicle 2:

Add/Duplicate item to Inventory

Delete item from Inventory

Equip item to Character

Unequip item on Character

‘Show All Enemy Locations’

Search

Show All Enemy Locations

Character

...

Money 0

Eridium 0

Keys 0

Update Currency

Guns

☒ Assault Rifle

☒ Submachine Gun

☒ Shotgun

☒ Sniper Rifle

☒ Pistol

☒ Rocket Launcher

Ammo

0

0

0

0

0

0

Other Items

☒ Shields

☒ Grenades

☒ Class Mods

☒ Relics

Create Character

Delete Character

Update Class

Delete User

Results

Enemy @ Location

Constructors @ Arid Nexus - Badlands

Loaders @ Arid Nexus - Badlands

Skags @ Arid Nexus - Badlands

Surveyors @ Arid Nexus - Badlands

Bruiser @ Bloodshot Ramparts

Marauder @ Bloodshot Ramparts

Nomad @ Bloodshot Ramparts

Psycho @ Bloodshot Ramparts

Hyperion personnel @ Arid Nexus - Boneyard

Add/Duplicate item to Inventory

Delete item from Inventory

Equip item to Character

Unequip item on Character

Here are some more developed Characters:

Say hello to ShootyMcShootface

Search

Show Character Inventory

Character

ShootyMcShootface

Money

43

Eridium

41

Keys

5

Update Currency

Create Character

Delete Character

Update Class

Delete User

Guns

Ammo

Other Items

☒ Assault Rifle

720

☒ Shields

☒ Submachine Gun

820

10

☒ Grenades

☒ Shotgun

306

☒ Class Mods

☒ Sniper Rifle

40

☒ Relics

☒ Pistol

210

☒ Rocket Launcher

15

Results

Name :: Item Type :: Damage Type :: Rarity :: Manufacturer

CHOPPER :: Assault Rifle :: Multi (Nonexplosive) :: Unique :: Bandit

Sawbar :: Assault Rifle :: Incendiary :: Pearlescent :: Bandit

Patriot :: Sniper Rifle :: Multi (Nonexplosive) :: Seraph :: Vladof

Cracked Sash :: Shield :: N/A :: Unique :: Tediore

Lightning Bolt :: Grenade :: Shock :: Unique :: Maliwan

Add/Duplicate item to Inventory

Delete item from Inventory

Equip item to Character

Unequip item on Character

BorderlandsDB User Interface

Search

Show Character Equipment

Character

ShootyMcShootface

Money

43

Eridium

41

Keys

5

Update Currency

Create Character

Delete Character

Update Class

Delete User

Guns

Ammo

Other Items

☒ Assault Rifle

720

☒ Shields

☒ Submachine Gun

820

10

☒ Grenades

☒ Shotgun

306

☒ Class Mods

☒ Sniper Rifle

40

☒ Relics

☒ Pistol

210

☒ Rocket Launcher

15

Results

ShootyMcShootface Equipped Items:

Gun 1: CHOPPER

Gun 2: Sawbar

Gun 3: Madhous!

Gun 4: Dog

Grenade: Magic Missile

Class Mod: Legendary Titan

Relic: Shadow of the Seraphs

Shield: Antagonist

Add/Duplicate item to Inventory

Delete item from Inventory

Equip item to Character

Unequip item on Character

This is YeetHaw:

BorderlandsDB User Interface

Search

Show Character Inventory

Character: YeetHaw

Money: 6000

Eridium: 11

Keys: 1

Update Currency

Guns:

- ☒ Assault Rifle
- ☒ Submachine Gun
- ☒ Shotgun
- ☒ Sniper Rifle
- ☒ Pistol
- ☒ Rocket Launcher

Ammo:

- 766
- 890
- 300
- 210
- 11
- 10

Other Items:

- ☒ Shields
- ☒ Grenades
- ☒ Class Mods
- ☒ Relics

20

Create Character Delete Character Update Class Delete User

Results

Name	Item Type	Damage Type	Rarity	Manufacturer
Baby Maker	Submachine Gun	Multi (Nonexplosive)	Legendary	Tedior
Pocket Rocket	Pistol	Explosive	Unique	Torgue
Jolly Roger	Shotgun	Multi (Nonexplosive)	Unique	Bandit
Patriot	Sniper Rifle	Multi (Nonexplosive)	Seraph	Vladof
1340 Shield	Shield	N/A	Unique	Vladof
Fireball	Grenade	Incendiary	Unique	Maliwan
Legendary Anarchist	Mechromancer Class Mod	N/A	Legendary	Vladof
Legendary Torch	Psycho Class Mod	N/A	Legendary	Bandit
Relic	Blood of the Seraphs	Seraph	Oasis	Anshin

Add/Duplicate item to Inventory Delete item from Inventory

Equip item to Character Unequip item on Character

BorderlandsDB User Interface

Search

Show Character Equipment

Character: YeetHaw

Money: 6000

Eridium: 11

Keys: 1

Update Currency

Guns:

- ☒ Assault Rifle
- ☒ Submachine Gun
- ☒ Shotgun
- ☒ Sniper Rifle
- ☒ Pistol
- ☒ Rocket Launcher

Ammo:

- 766
- 890
- 300
- 210
- 11
- 10

Other Items:

- ☒ Shields
- ☒ Grenades
- ☒ Class Mods
- ☒ Relics

20

Create Character Delete Character Update Class Delete User

Results

YeetHaw Equipped Items:

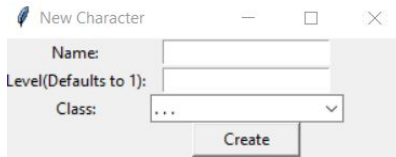
- Gun 1: Sledge's Shotgun
- Gun 2: Slagga
- Gun 3: Boom Puppy
- Gun 4: Pocket Rocket
- Grenade: Storm Front
- Class Mod: Legendary Mechromancer
- Relic: Deputy's Badge
- Shield: Flame of the Firehawk

Add/Duplicate item to Inventory Delete item from Inventory

Equip item to Character Unequip item on Character

As a quick rundown and recap, the features are as follows:

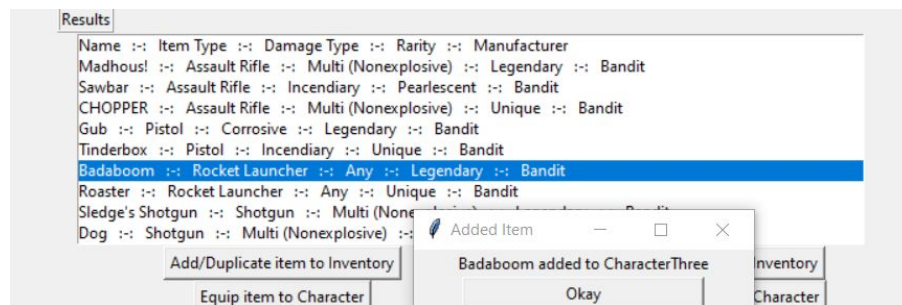
Creating Characters:



A dialog box titled "New Character" with a feather icon. It contains fields for "Name:", "Level(Defaults to 1):", and "Class:" with a dropdown menu. A "Create" button is at the bottom.

Creating a character will automatically create associated tables to that character such as the currency and equipped table.

Adding Items:

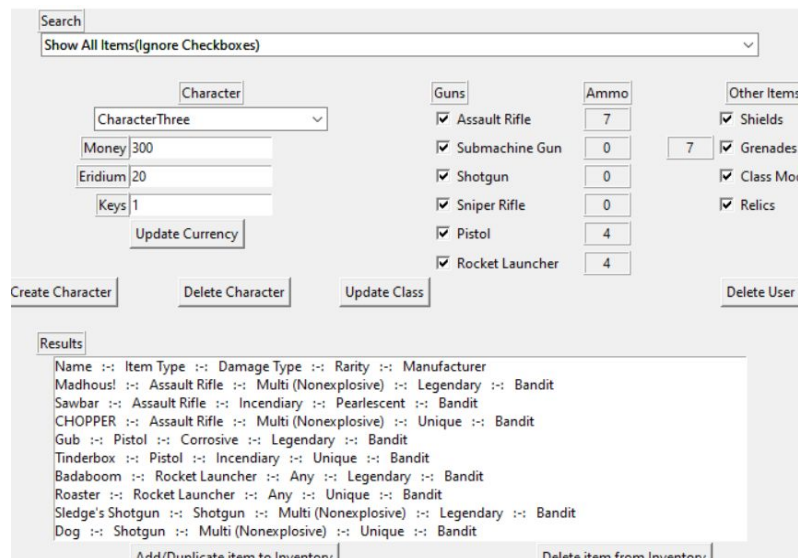


A screenshot showing a "Results" table with item details. The "Badaboom" item is highlighted. An "Added Item" dialog box is open, showing "Badaboom added to CharacterThree" and an "Okay" button.

Name	Item Type	Damage Type	Rarity	Manufacturer
Madhouse!	Assault Rifle	Multi (Nonexplosive)	Legendary	Bandit
Sawbar	Assault Rifle	Incendiary	Pearlescent	Bandit
CHOPPER	Assault Rifle	Multi (Nonexplosive)	Unique	Bandit
Gub	Pistol	Corrosive	Legendary	Bandit
Tinderbox	Pistol	Incendiary	Unique	Bandit
Badaboom	Rocket Launcher	Any	Legendary	Bandit
Roaster	Rocket Launcher	Any	Unique	Bandit
Sledge's Shotgun	Shotgun	Multi (Nonexplosive)	Legendary	Bandit
Dog	Shotgun	Multi (Nonexplosive)	Unique	Bandit

Creates a new association tuple in the inventory table.

Query:



A screenshot of a query interface. It includes a "Search" dropdown, a "Character" dropdown set to "CharacterThree", and input fields for "Money" (300), "Eridium" (20), and "Keys" (1). There are buttons for "Update Currency", "Create Character", "Delete Character", "Update Class", and "Delete User". A "Guns" section has checkboxes for Assault Rifle, Submachine Gun, Shotgun, Sniper Rifle, Pistol, and Rocket Launcher. An "Ammo" section has input fields for each gun type. An "Other Items" section has checkboxes for Shields, Grenades, Class Mod, and Relics. A "Results" table is at the bottom.

Name	Item Type	Damage Type	Rarity	Manufacturer
Madhouse!	Assault Rifle	Multi (Nonexplosive)	Legendary	Bandit
Sawbar	Assault Rifle	Incendiary	Pearlescent	Bandit
CHOPPER	Assault Rifle	Multi (Nonexplosive)	Unique	Bandit
Gub	Pistol	Corrosive	Legendary	Bandit
Tinderbox	Pistol	Incendiary	Unique	Bandit
Badaboom	Rocket Launcher	Any	Legendary	Bandit
Roaster	Rocket Launcher	Any	Unique	Bandit
Sledge's Shotgun	Shotgun	Multi (Nonexplosive)	Legendary	Bandit
Dog	Shotgun	Multi (Nonexplosive)	Unique	Bandit

Querying has multiple options with a wide array of flexibility.

Updating Currency:

Update Success... — □ ×

CharacterThree currency updated!

Okay

Character

CharacterThree

Money 300

Eridium 20

Keys 1

Update Currency

Guns

Assault Rifle

Submachine Gun

Shotgun

Sniper Rifle

Pistol

Rocket Launcher

Ammo

11

10

0

8

4

7

Other Items

Shields

Grenades

Class Mods

Relics

Delete User

In a variety of ways and inputs.

Updating Equipped Table:

Create Character Delete Character Update Class

Results

Name	Item Type	Damage Type	Rarity	Manufacturer
Conference Call	Shotgun	Multi (Nonexplosive)	Legendary	Hyperion
Conference Call	Shotgun	Multi (Nonexplosive)	Legendary	Hyperion
Conference Call	Shotgun	Multi (Nonexplosive)	Legendary	Hyperion
Badaboom	Rocket Launcher	Any	Legendary	Bandit
Rolling Thunder	Grenade	Explosive	Legendary	Torgue
Legendary Ninja	Assassin Class Mod	N/A	Legendary	Maliwan
Relic	Moxxi's Endowment	Unique	The Dust	Anshin

Add/Duplicate item to Inventory

Delete it

Equip item to Character

Unequip

Equipping

Conference Call Equipped

Okay

Equipping

Pimpernel Equipped

Okay

Equipping

The Bee Equipped

Okay

Equipping

Kiss of Death Equipped

Okay

Results

CharacterThree Equipped Items:

Gun 1: Conference Call

Gun 2:

Gun 3:

Gun 4: Conference Call

Grenade:

Class Mod: Legendary Ninja

Relic: Moxxi's Endowment

Shield: The Bee

Add/Duplicate item to Inventory

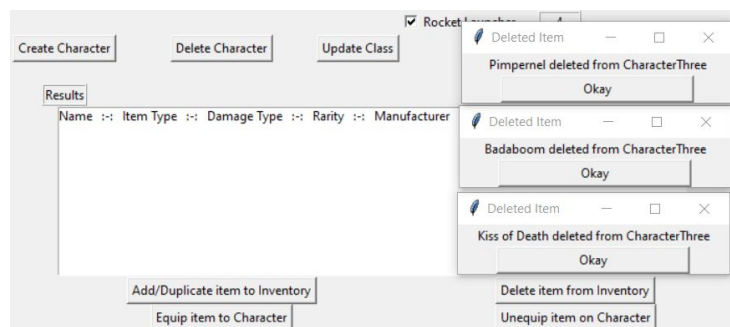
Delete item from Inventory

Equip item to Character

Unequip item on Character

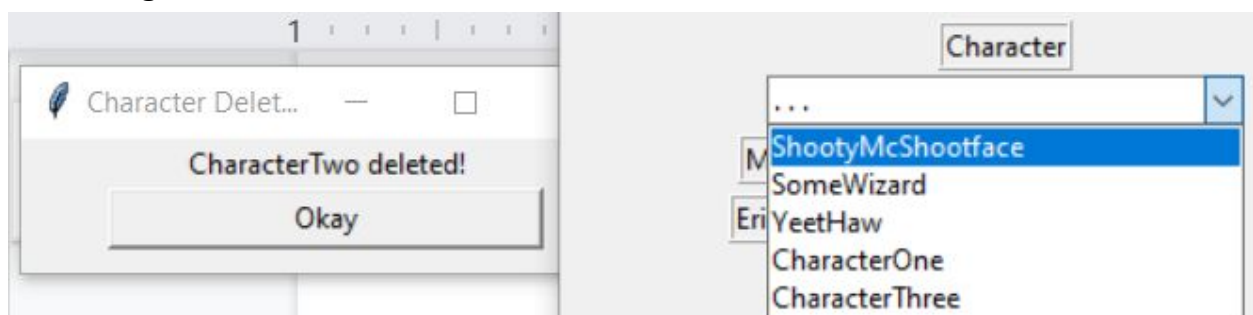
Adding and Removing Items from the tuple using **Equip** and **Unequip**.

Removing Items from Inventory:



Removes the association tuple from the inventory table.

Removing Characters:



Delete

Experiment with the GUI. Most functions are intuitive and most program feedback is within one or two changes of the prompt. It should be fun to play around with.