

Draft 1: User-Input Preset (!Requester && Selector && Analyzer)

Goal: reduce amount of time user spends configuring exact settings per run
Means: allow user to select their created preset instead of manual info entry
Format: .txt file
Stored Where: resources folder of Java-Pubg-API project
User Input: user types information into the .txt file before running the program
During program run: user selects desired preset (if any)

User should be able to:

Required:	Preferred:	Extra:
1) Create preset	3) Modify/Edit Preset	5) Choose name of preset
2) Use preset	4) Delete preset	6) Share preset

USER VIEW

Preset (#): ____

Player_Name: _____

Active_Files: _____ , _____ , _____ ...

Action(s): _____

EXAMPLE RESULT

Preset (1): JS1936_Actions1,6

Player_Name: JS1936

Active_Files: File1, File2, File3

Actions(s): 1, 6

Alternative: putting user input on next line (EX: Player_Name: \n ____), risks more input variation
 Alternative: putting user input before descriptor (EX: _____ : Player_Name) for easier search