

VideoGames sales

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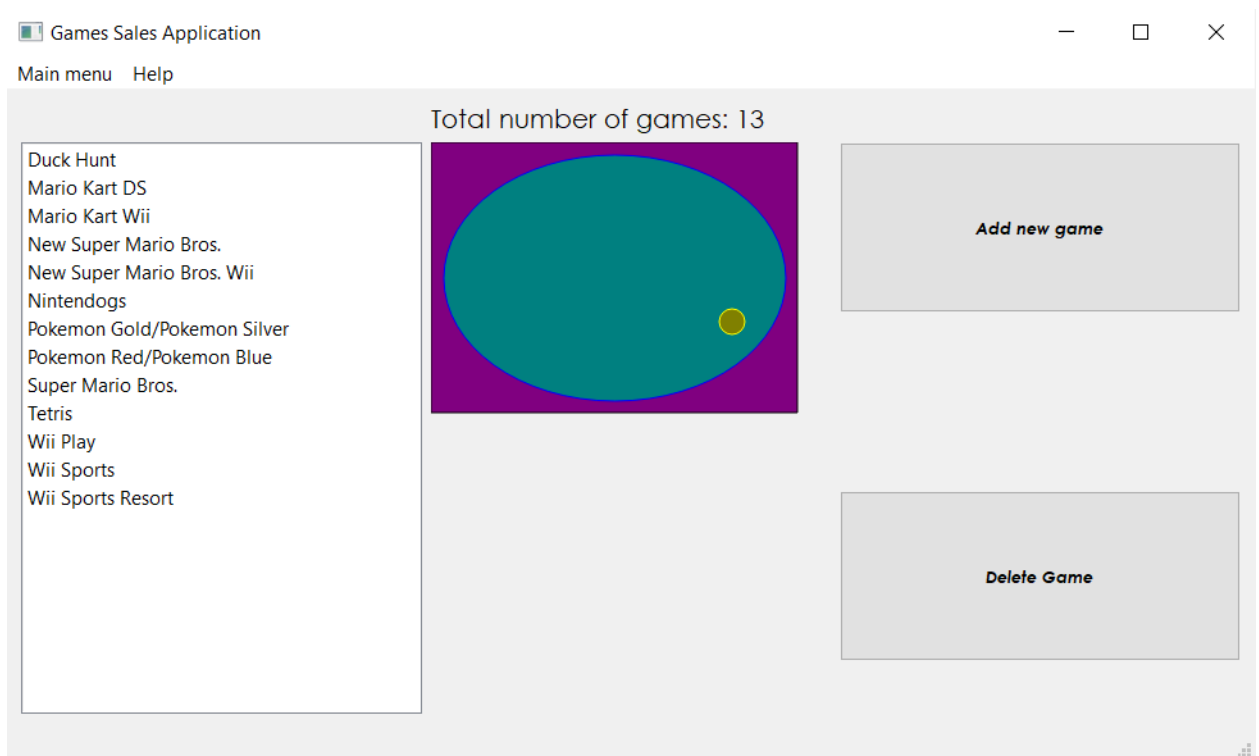
Problem statement:

Making a GUI for videogames sales dataset using MVC pattern and some developed Qtcreator patterns (custom widget, dealing with QT containers, buttons and QObject (and it's inheritances))

Individual problem specification:

https://edu.hse.ru/pluginfile.php/828531/assignfeedback_comments/feedback/27237/spec138.pdf

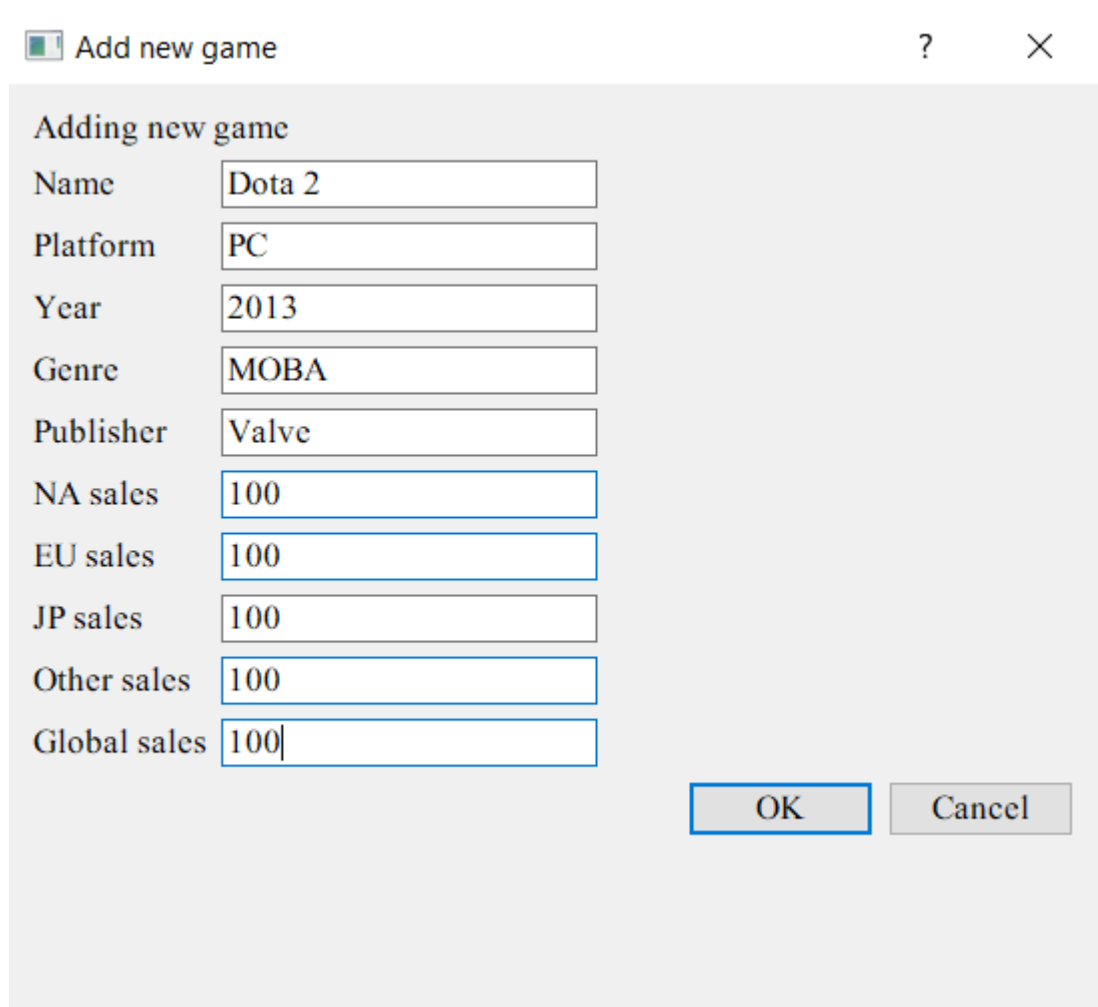
Implementation details section:



The main window contains “**Add new game**” and “**Delete Game**” buttons, QListWidget, my personal logo with interactive paint (just change size of the MainWindow to get some fun), Main menu with “Open File” and “Save File” buttons and Help with my personal id.

“**Open File**” offers you to upload .csv file and then sets list of the game’s names. I’ve created C++ class “**GamesSales**” (.cpp, .h) to store games in storage of format: **QMap<QString, AnotherGame>** where AnotherGame is a structure to contain all game attributes. Furthermore, this class contain some additional methods to get data from storage.

“Save File” offers you to choose .txt file or to create new one where the saved games and its attributes will be saved in a table format. Method **“writeToFile”** is used here.



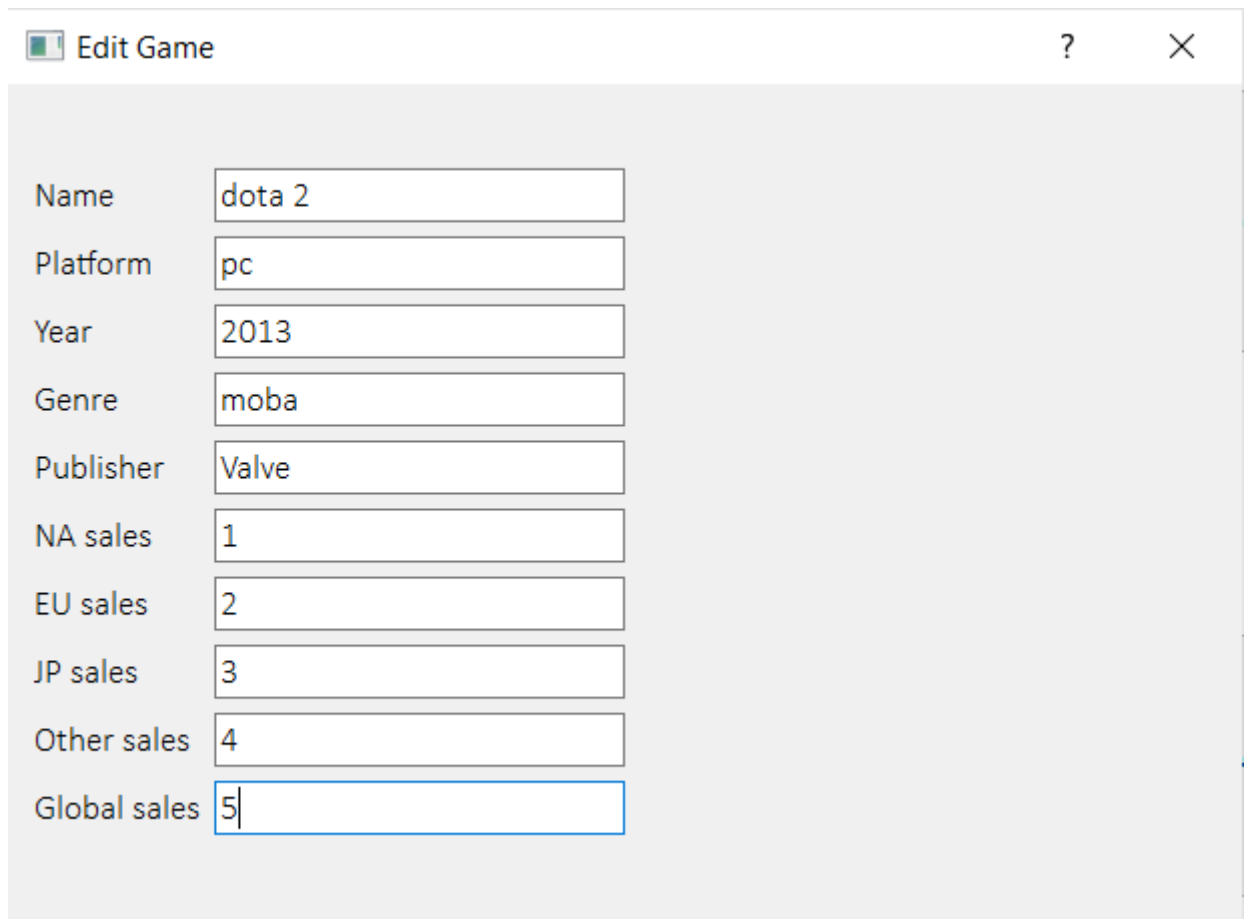
Adding new game

| | |
|--------------|--------|
| Name | Dota 2 |
| Platform | PC |
| Year | 2013 |
| Genre | MOBA |
| Publisher | Valve |
| NA sales | 100 |
| EU sales | 100 |
| JP sales | 100 |
| Other sales | 100 |
| Global sales | 100 |

OK Cancel

“Add new game” button can be interacted by releasing it. Consequently, it opens up new QDialog window (example is above). One can add all attributes of new game and then add it to the QListView (and to storage) via clicking **“OK”**. Otherwise, changes will not be saved. Class **“AddGameDialog”** (.h, .cpp, .ui) is responsible for implementation which stores a pointer of a new game to add in protected section (`_gamePairToAdd`);

Clicking once on some game in List + **clicking on** button **“Delete Game”** will unfortunately delete selected game.



| | |
|--------------|--------|
| Name | dota 2 |
| Platform | pc |
| Year | 2013 |
| Genre | moba |
| Publisher | Valve |
| NA sales | 1 |
| EU sales | 2 |
| JP sales | 3 |
| Other sales | 4 |
| Global sales | 5 |

Double click on some game from the list of names opens edit dialog window where attributes of a game are represented. NOTE: you cannot edit attributes, this feature is not satisfied. Unfinished class EditDialog (.h, .cpp, .ui) is responsible for this window implementation.

Results and conclusion:

All basic features (except for editing game) are satisfied.

I assume that to be perfect, this application needs to complete all the basic and additional features + to add photos of the games. Adding some animation will be useful, too.

Thank you.