Video Game Sales

General Information About Dataset

The dataset contains information about video games and their sales.

The fields are:

- > Name The game's name
- Platform Platform of the game's release (i.e. PC, PS4, etc.)
- Year Year of the game's release
- ➢ Genre Genre of the game
- > Publisher Publisher of the game
- > NA Sales Sales in North America (in millions)
- EU_Sales Sales in Europe (in millions)
- > JP_Sales Sales in Japan (in millions)
- Other_Sales Sales in the rest of the world (in millions)
- Global_Sales Total worldwide sales (sum of NA_Sales, EU_Sales, JP_Sales and Other_Sales, in millions)

Master in the master-detail pattern is Name.

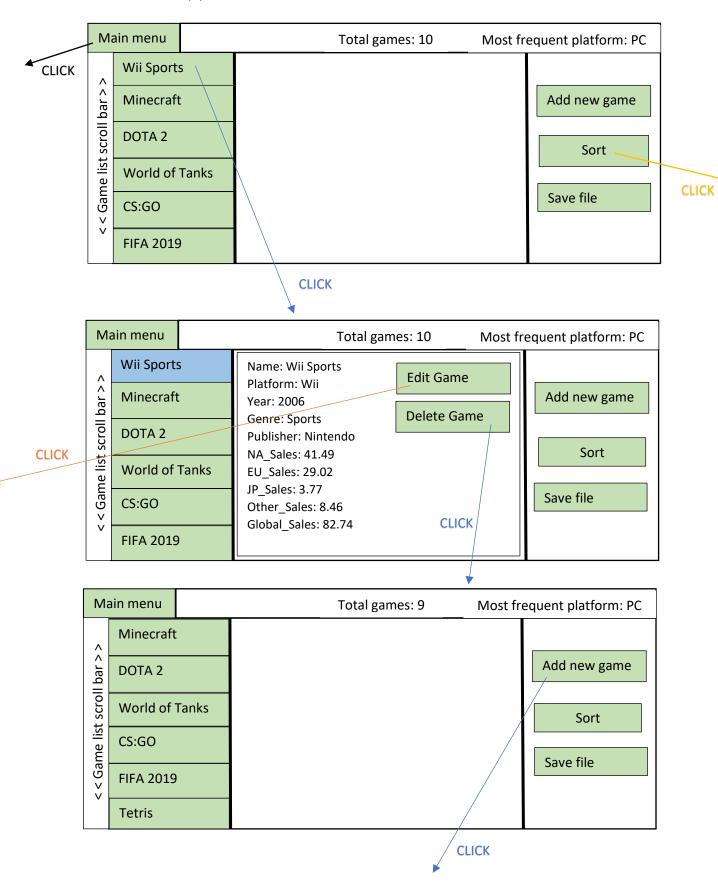
Basic Features of the Application

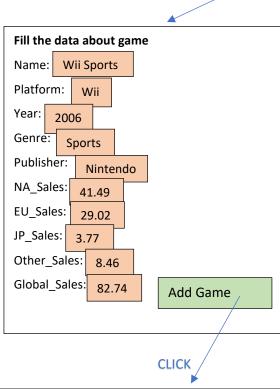
- Adding games to the list, deleting them, editing the data of each field of each game individually
- Saving the table with new data as a file (export)
- > A UI element for showing the total number of games presented in the list

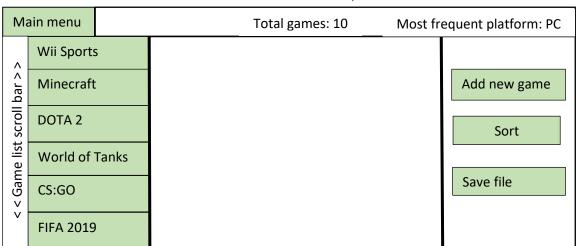
Additional Features of the Application

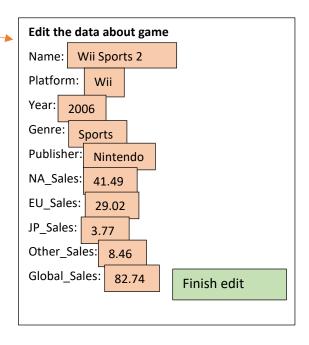
- > A UI element for sorting the table by any field the user chooses
- Automatic sorting by Global_Sales when a new game is introduced or Global_Sales entry of some game is changed (i.e. the first game in the list should always be with the highest sales except for cases when the user chooses other sorting fields)
- > A UI element for showing the most frequently appearing platform in the list

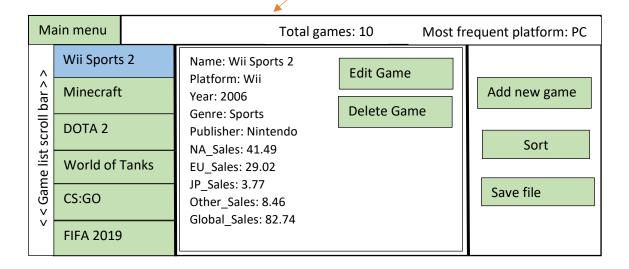
Sketch of Application GUI

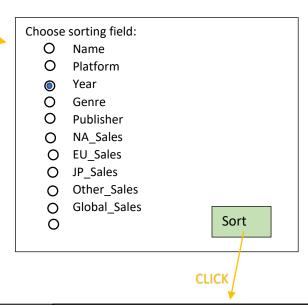


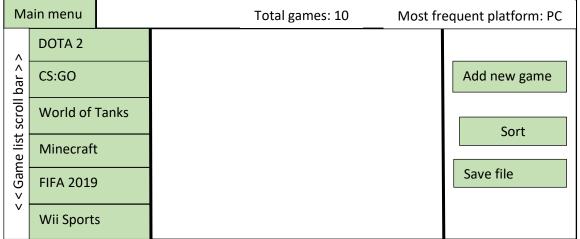


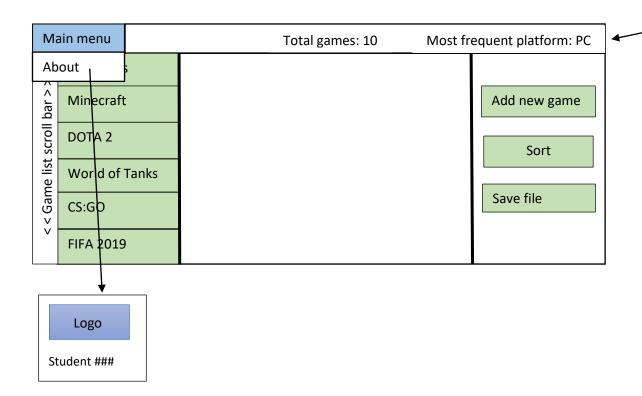












Comments on the sketch:

Green boxes – buttons which you can click.

Orange boxes – places where the user should write something.

Blue boxes – buttons that show other information only when they are activated.

Scroll bar – allows the user to move the list and look through all games presented.

The "Save file" button allows the user to export the file.

Pay attention to the color of the arrows pointing to the actions of buttons. The arrow may start on one page and continue on the other.

Where numerical values are to be changed, some advanced widgets may be introduced instead of simple texting (e.g. slider, spin box, etc.).

* The given layout is approximate. The design may be changed, though the functionality must stay the same.