

My games

A WPF story



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# Project description

I want to create an application to let users register games and hardware in their gaming collection. The user can enter name, genre, image, release date, grade etc. into a GUI and then save it to a database. I will aim to make the application database agnostic, but intend to use MySQL. The application will implement the MVVM design pattern.

Minumum viable product, MVP, will be to allow the user to add or edit a game with a certain set of properties. The possible genres and platforms will be hard-coded. The user will be able to see the list of games that has been registered and filter and search among them. The user will also be able to delete an added entry.

After MVP there might be time to add a couple of nice features

* Serializer
  + Serialize the list to binary
  + Serialize the list to JSON
* Editable lists
  + List of genres
  + List of platforms
* Export function
  + The user should be able to export the database as a self-contained script-file to deploy to another database instance.
* Add registration of other items
  + Magazines
  + Guides

# Class diagram

# Project plan

