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# **GAME VAULT**

**ISHAAN CHHAYA  
12TH ARYABHATTA**

**COMPUTER  
SCIENCE PROJECT**



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## Acknowledgment

I would like to express my sincere gratitude to Shri Abhay Ghosh, our principal sir, for his coordination in extending every possible support for the completion of this project.

My sincere thanks to my computer science teacher Mrs. Shruti Mehta, for giving me the golden opportunity of working on the project of GUI based Game Inventory System, her valuable guidance helped me to improve this project. Her suggestions and instructions have helped towards the completion of this project.

I also thank my parents for their motivation and support. Last but not least, I would like to thank all those who had helped directly or indirectly towards the completion of this project.

# **Objective**

Purpose of the project

I decided to create this project so that I would be able to maintain a database for games which allowed me to store information pertaining to the Game and let me access it easily.

Although such services are already available, creating this project also helped learn about working with user interfaces while using Tkinter to create the UI for my project.

Creating this project also helped me become more familiar with Python and its connectivity with MySQL

# **System Requirements**

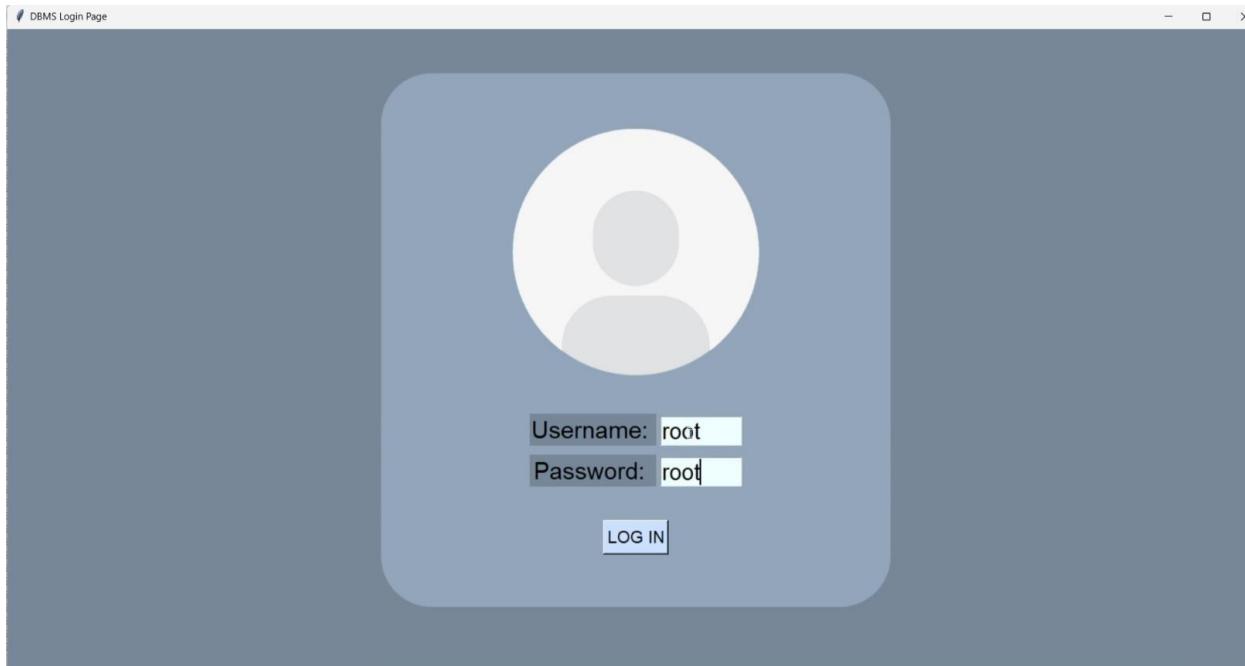
## **Hardware Requirements**

1. A modern operating system
2. An x86 64-bit CPU (Intel or AMD architecture), preferably with at least two cores.
3. 4GB of RAM
4. 5GB of free disk space.

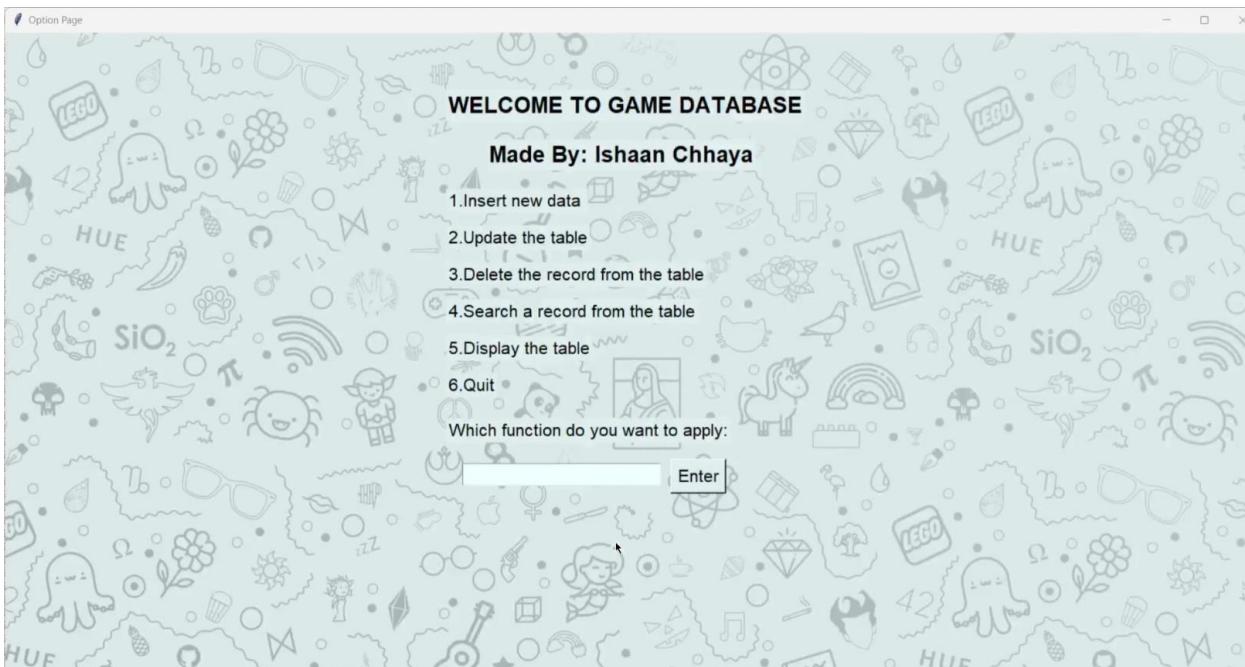
## **Software Requirements**

1. Python 3.0.8
2. Python Modules (Tkinter, PIL, os, mysql-connector)
3. MySQL Command Line Client

# USER INTERFACE



Login Page



Menu Page

The window title is "Insert Record". The background features a light blue pattern of various icons related to video games and technology. The main text "Fill out the below information" is centered at the top. Below it is a form with the following fields:

- Name of the Game: Fortnite
- Genre of the Game: Battle Royale
- Launch Date: 2017-09-11
- Price: 0
- Game Developer: Epic Games
- Platform(s): All

An "Enter" button is located at the bottom left of the form area.

## Inserting a new record

The window title is "Update Record". The background features a light blue pattern of various icons related to video games and technology. The main text "Update Record" is centered at the top. Below it is a form with the following fields:

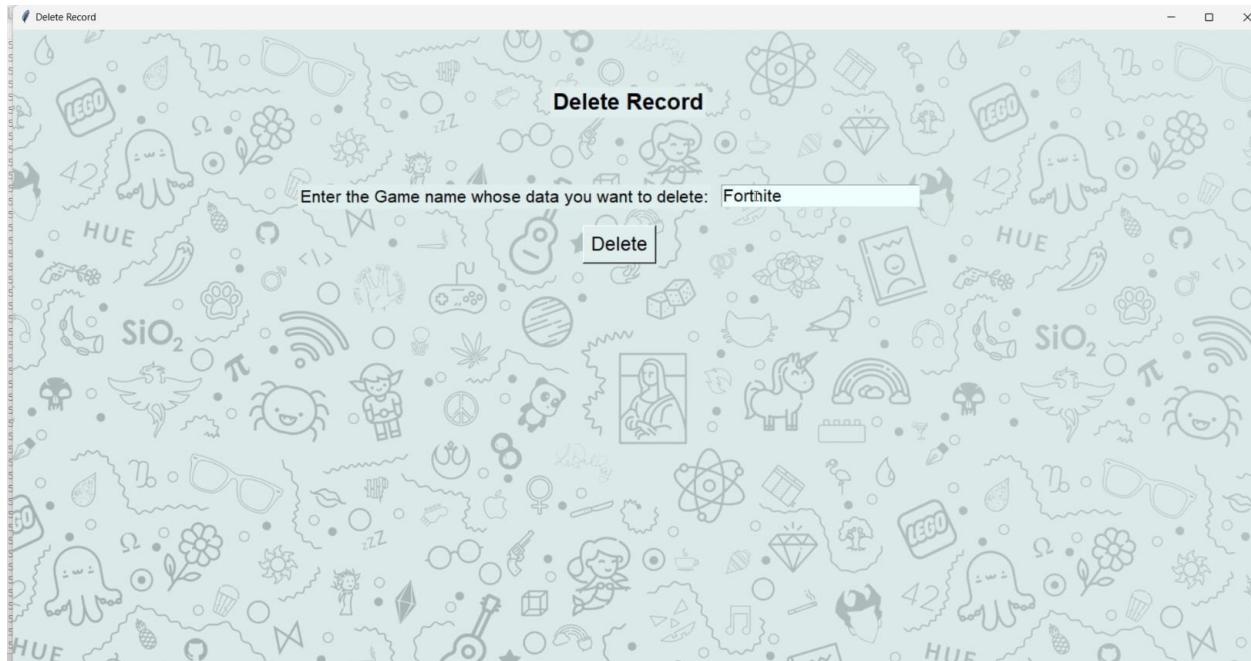
- Game name whose record you want to update: Fortnite
- Record you want to update: 2
- Enter the change: PvE

A list of items to update is shown on the left:

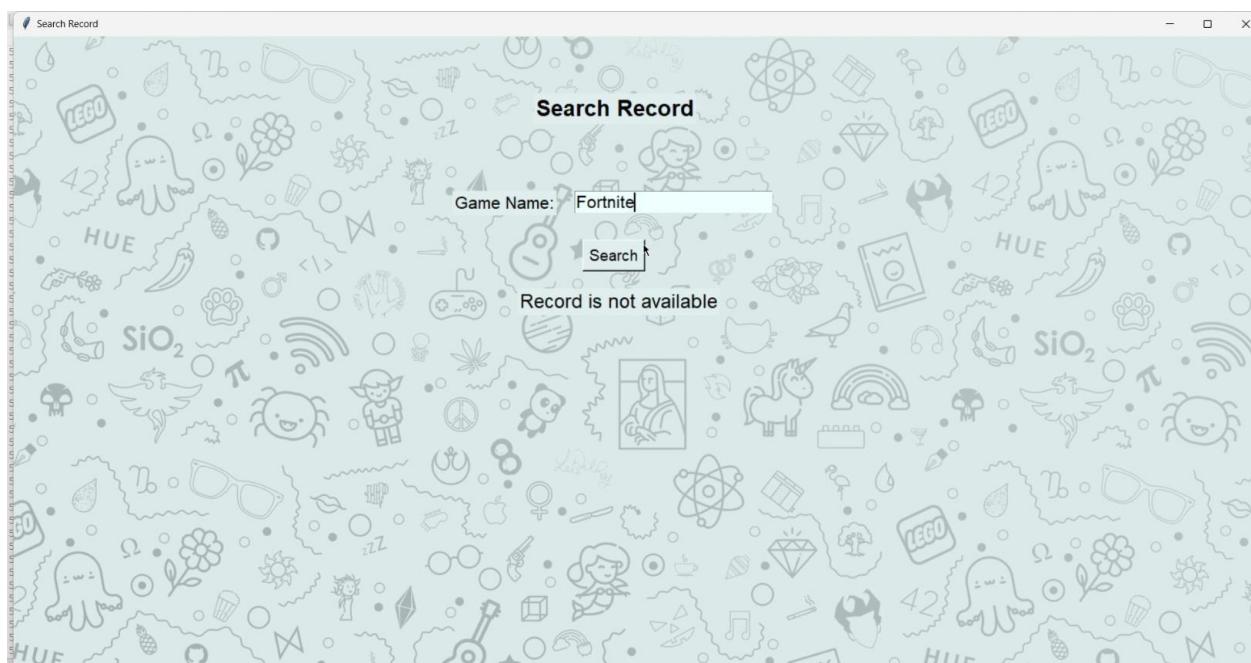
- > 1. Game name
- > 2. Genre
- > 3. Launch Date
- > 4. Price
- > 5. Developer
- > 6. Platform(s)

An "Update" button is located at the bottom left of the form area.

## Updating a pre-existing record



## Deleting a record



## Searching for a record

# Source Code

```
'''  
Developments to be done:-  
Display record with search  
Give option with search criteria (search by name emp code or any other  
criteria)  
'''  
  
import tkinter as tk  
from tkinter import StringVar  
from tkinter import messagebox  
import mysql.connector as sq  
from mysql.connector import connect  
from PIL import ImageTk, Image  
import os  
  
  
# Creating a Database and Table to store all the records of the Game Titles  
def create():  
    mydb = sq.connect(host="localhost", user="root", password="root")  
    mycursor = mydb.cursor()  
    sql = "Create database Game_Database"  
    mycursor.execute(sql)  
    mycursor.execute("Use Game_Database")  
    mydb.commit()  
    mycursor.execute("Create table Games(Game_Name VARCHAR(500), Genre  
VARCHAR(100), date_of_release DATE, Price INTEGER, Developer VARCHAR(500),  
Platforms VARCHAR(500))")  
    mydb.commit()  
  
  
# This part of code is to insert record  
def insert():  
    root.destroy() # Closing main tk page  
    insertk=tk.Tk() # Opening a tk page for insert option  
    insertk.geometry('1920x1080')
```

```
# Image for background
img =
ImageTk.PhotoImage(Image.open("C:\\\\Users\\\\ishaa\\\\Desktop\\\\Background.png"))
panel = tk.Label(insertk, image = img)
panel.pack(side = "bottom", fill = "both")

insertk.configure(bg='azure2')
insertk.title('Insert Record')

# Introducing labels for this option
lab0=tk.Label(insertk,text='Fill out the below
information',bg='azure2',font=('Arial',20,'bold'))
lab1=tk.Label(insertk,text="Name of the
Game:",bg='azure2',font=('Arial',16))
lab2=tk.Label(insertk,text="Genre of the
Game:",bg='azure2',font=('Arial',16))
lab3=tk.Label(insertk,text="Launch Date:",bg='azure2',font=('Arial',16))
lab4=tk.Label(insertk,text="Price:",bg='azure2',font=('Arial',16))
lab5=tk.Label(insertk,text="Game
Developer:",bg='azure2',font=('Arial',16))
lab6=tk.Label(insertk,text="Platform(s) :",bg='azure2',font=('Arial',16))

# Placing the labels
lab0.place(x=550,y=70)
lab1.place(x=500,y=190)
lab2.place(x=500,y=235)
lab3.place(x=500,y=280)
lab4.place(x=500,y=325)
lab5.place(x=500,y=370)
lab6.place(x=500,y=415)

# initializing variable to read entry box data
nm=StringVar()
genre=StringVar()
dor=StringVar()
pr=StringVar()
dev=StringVar()
pf=StringVar()

# Producing Entry boxes
en1=tk.Entry(insertk,textvariable=nm,font=('Arial',16),bg='azure1')
en2=tk.Entry(insertk,textvariable=genre,font=('Arial',16),bg='azure1')
en3=tk.Entry(insertk,textvariable=dor,font=('Arial',16),bg='azure1')
```

```

en4=tk.Entry(insertk,textvariable=pr,font=('Arial',16),bg='azure1')
en5=tk.Entry(insertk,textvariable=dev,font=('Arial',16),bg='azure1')
en6=tk.Entry(insertk,textvariable=pf,font=('Arial',16),bg='azure1')

# Placing the entry boxes
en1.place(x=780,y=190)
en2.place(x=780,y=235)
en3.place(x=780,y=280)
en4.place(x=780,y=325)
en5.place(x=780,y=370)
en6.place(x=780,y=415)

# Button functionality [ logic for the insert option ]
def insertin():
    Name=nm.get()
    Genre=genre.get()
    DOR=dor.get()
    Price=pr.get()
    Developer=dev.get()
    Platform=pf.get()

    mydb =
sq.connect(host="localhost",user="root",password="root",database="Game_Database")
    mycursor = mydb.cursor()
    sql = "INSERT INTO Games (Game_Name, Genre, Date_of_release, Price,
Developer, Platforms) VALUES (%s,%s,%s,%s,%s,%s)"
    val = (Name,Genre,DOR,Price,Developer,Platform)
    mycursor.execute(sql, val)
    mydb.commit()

    added=tk.Label(insertk,text='Record
Inserted',font=('Arial',24),bg='azure2')
    added.place(x=630,y=575)

    nm.set('')
    genre.set('')
    dor.set('')
    pr.set('')
    dev.set('')
    pf.set('')

# Introducing button with command

```

```
btin=tk.Button(insertk,text='Enter',font=('Arial',20),command=insertin,bg='azure2')
btin.place(x=690,y=500)

# Creating a function to ask confirmation from user for quitting
def on_closing6():
    if messagebox.askyesno(title='QUIT?',message='Are you sure you want to
quit'):
        insertk.destroy() # Closing this window
        recreate_root() # Reopening root window
    else:
        pass
insertk.protocol('WM_DELETE_WINDOW',on_closing6)
insertk.mainloop()

#This code is to update record
def update():
    root.destroy()
    updatetk=tk.Tk()
    updatetk.geometry('1920x1080')

    # Image for Background
    img =
ImageTk.PhotoImage(Image.open("C:\\\\Users\\\\ishaan\\\\Desktop\\\\Background.png"))
    panel = tk.Label(updatetk, image = img)
    panel.pack(side = "bottom", fill = "both")

    updatetk.configure(bg='azure2')
    updatetk.title('Update Record')

    # Introducing labels for this option
    lab0=tk.Label(updatetk,text='Update
Record',font=('Arial',20,'bold'),bg='azure2')
    lab1=tk.Label(updatetk,text='--> 1. Game name
',font=('Arial',16),bg='azure2')
    lab2=tk.Label(updatetk,text='--> 2. Genre',font=('Arial',16),bg='azure2')
    lab3=tk.Label(updatetk,text='--> 3. Launch
Date',font=('Arial',16),bg='azure2')
    lab4=tk.Label(updatetk,text='--> 4. Price',font=('Arial',16),bg='azure2')
    lab5=tk.Label(updatetk,text='--> 5.
Developer',font=('Arial',16),bg='azure2')
```

```

lab9=tk.Label(updatetk,text='--> 6.
Platform(s)',font=('Arial',16),bg='azure2')
lab6=tk.Label(updatetk,text="Game name whose record you want to
update:",font=('Arial',16),bg='azure2')
lab7=tk.Label(updatetk,text="Record you want to
update:",font=('Arial',16),bg='azure2')
lab8=tk.Label(updatetk,text="Enter the
change:",font=('Arial',16),bg='azure2')

# Placing the labels
lab0.place(x=600,y=70)
lab6.place(x=480,y=190)
lab1.place(x=540,y=235)
lab2.place(x=540,y=280)
lab3.place(x=540,y=325)
lab4.place(x=540,y=370)
lab5.place(x=540,y=415)
lab9.place(x=540,y=460)
lab7.place(x=480,y=515)
lab8.place(x=480,y=560)

# Initialising variable to read entry box
upe=StringVar()
fi=StringVar()
fich=StringVar()

# Producing Entry boxes
en1=tk.Entry(updatetk,textvariable=upe,font=('Arial',14),bg='azure1')
en2=tk.Entry(updatetk,textvariable=fi,font=('Arial',14),bg='azure1')
en3=tk.Entry(updatetk,textvariable=fich,font=('Arial',14),bg='azure1')

# Placing entry boxes
en1.place(x=1000,y=190)
en2.place(x=1000,y=515)
en3.place(x=1000,y=560)

# Button functionality [ logic for the update option ]
def updateit():
    up=upe.get()
    fields=int(fi.get())
    fieldch=fich.get()
    if fields==1:
        field='Game_Name'

```

```

        elif fields==2:
            field='Genre'
        elif fields==3:
            field='Date_of_release'
        elif fields==4:
            field='Price'
        elif fields==5:
            field='Developer'
        elif fields==6:
            field='Platforms'
    mydb=
sq.connect(host="localhost",user="root",passwd="root",database="Game_Database")
)
cursor=mydb.cursor()
update="UPDATE Games set {} = '{}' WHERE Game_Name like
'{}'".format(field,fieldch,up)
cursor.execute(update)
mydb.commit()
lab0=tk.Label(updatetk,text="Record
Updated",font=('Arial',24),bg='azure2')
lab0.place(x=600,y=650)
upe.set('')
fi.set('')
fich.set('')

# Introducing Button with command

bt1=tk.Button(updatetk,text='Update',font=('Arial',18),bg='azure2',command=updateit)
bt1.place(x=660,y=600)

# Creating a function to ask confirmation from user for quitting
def on_closing5():
    if messagebox.askyesno(title='QUIT?',message='Are you sure you want to
quit'):
        updatetk.destroy() # Closing the window
        recreate_root() # Reopening root window
    else:
        pass
updatetk.protocol('WM_DELETE_WINDOW',on_closing5)
updatetk.mainloop()

# This code is the delete a record

```

```

def delete():
    root.destroy()
    deletetk=tk.Tk()
    deletetk.geometry('1920x1080')

    # Image for background
    img =
    ImageTk.PhotoImage(Image.open("C:\\\\Users\\\\ishaan\\\\Desktop\\\\Background.png"))
    panel = tk.Label(deletetk, image = img)
    panel.pack(side = "bottom", fill = "both")

    deletetk.configure(bg='azure2')
    deletetk.title('Delete Record')

    # Introducing labels for this option
    lab0=tk.Label(deletetk,text="Delete
Record",font=('Arial',20,'bold'),bg='azure2')
    lab1=tk.Label(deletetk,text="Enter the Game name whose data you want to
delete:",font=('Arial',16),bg='azure2')

    # Placing labels
    lab0.place(x=660,y=70)
    lab1.place(x=350,y=190)

    # Initialising variable to read entry box
    de=StringVar()

    # Producing and placing entry box
    en1=tk.Entry(deletetk,textvariable=de,font=('Arial',16),bg='azure1')
    en1.place(x=870,y=190)

    # Button functionality [ logic for the delete option ]
    def deleteit():
        dele=de.get()

c=sq.connect(host="localhost",user="root",passwd="root",database="Game_Database")
cursor=c.cursor()
sql = "DELETE FROM Games WHERE Game_Name like '%{}%'".format(dele)
cursor.execute(sql)
c.commit()
lab2=tk.Label(deletetk,text="Record
Deleted",font=('Arial',24,'bold'),bg='azure2')

```

```

lab2.place(x=630,y=300)
de.set('')

# Introducing button with command

btn1=tk.Button(text='Delete',font=('Arial',18),bg='azure2',command=deleteit)
btn1.place(x=700,y=240)

# Creating a function to ask confirmation from user for quitting
def on_closing4():
    if messagebox.askyesno(title='QUIT?',message='Are you sure you want to
quit'):
        deletetk.destroy() # Closing this window
        recreate_root() # Reopening root window
    else:
        pass
deletetk.protocol('WM_DELETE_WINDOW',on_closing4)
deletetk.mainloop()

#This code is to search an anime from the list
def search():
    root.destroy()
    searchtk=tk.Tk()
    searchtk.geometry('1920x1080')

    #Image for background
    img =
ImageTk.PhotoImage(Image.open("C:\\\\Users\\\\ishaa\\\\Desktop\\\\Background.png"))
    panel = tk.Label(searchtk, image = img)
    panel.pack(side = "bottom", fill = "both")

    searchtk.title('Search Record')
    searchtk.configure(bg='azure2')

    lab1=tk.Label(searchtk,text="Game Name:",font=('Arial',16),bg='azure2')
    lab1.place(x=540,y=190)
    lab2=tk.Label(searchtk,text="Search
Record",font=('Arial',20,'bold'),bg='azure2')
    lab2.place(x=640,y=70)

    se=StringVar()

    en1=tk.Entry(searchtk,textvariable=se,font=('Arial',16),bg='azure1')

```

```

en1.place(x=690, y=190)

def searchit():
    try:
        pat = se.get()
        mydb = sq.connect(host='localhost', user='root', password='root',
database='Game_Database')
        cursor = mydb.cursor()
        q = "SELECT * FROM Games WHERE Game_Name LIKE '%{}%'".format(pat)
        cursor.execute(q)
        result = cursor.fetchall()

        if result:
            lab2 = tk.Label(searchtk, text='Record is available',
font=('Arial', 18), bg='azure2')
            lab2.place(x=620, y=310)
        else:
            lab2 = tk.Label(searchtk, text='Record is not available',
font=('Arial', 18), bg='azure2')
            lab2.place(x=620, y=310)
    except Exception as e:
        print(f"Error: {e}")

# Introducing button with commands

btn1=tk.Button(searchtk, text='Search', command=searchit, font=('Arial', 14), bg='azure2')
btn1.place(x=700, y=250)

# Creating a function to ask confirmation from user for quitting
def on_closing3():
    if messagebox.askyesno(title='QUIT?', message='Are you sure you want to
quit'):
        searchtk.destroy()
        recreate_root()
    else:
        pass
searchtk.protocol('WM_DELETE_WINDOW', on_closing3)
searchtk.mainloop()

def display():
    # This code is to display all the records
    root.destroy()

```

```
displaytk = tk.Tk()
displaytk.configure(bg='azure2')
displaytk.geometry('1920x1080')

# Image for background
img =
ImageTk.PhotoImage(Image.open("C:\\Users\\ishaa\\Desktop\\Background.png"))
panel = tk.Label(displaytk, image = img)
panel.pack(side = "bottom", fill = "both")

displaytk.title('Display Record')

mydb= sq.connect(host="localhost", user="root", password="root",
database="Game_Database")
cursor = mydb.cursor()
sql = "SELECT * FROM Games ORDER BY Game_Name"
cursor.execute(sql)
myresult = cursor.fetchall()
lab1=tk.Label(displaytk,text='Displaying
Records',font=('Arial',20,'bold'),bg='azure2')
lab1.place(x=650,y=70)
# Display header labels
header_labels = ['Game Name', 'Genre', 'Date of Release', 'Price',
'Developer', 'Platform(s)']
for i, header in enumerate(header_labels):
    tk.Label(displaytk, text=f'{i + 1}. {header}', font=('Arial', 16),
bg='azure2').place(x=610, y=190 + i * 45)

# Display employee records
for i, record in enumerate(myresult):
    record_text = ', '.join(map(str, record))
    tk.Label(displaytk, text=record_text, font=('Arial', 16),
bg='azure2').place(x=550, y=500 + i * 45)

# Creating a function to ask confirmation from user for quitting
def on_closing2():
    if messagebox.askyesno(title='QUIT?', message='Are you sure you want to
quit'):
        displaytk.destroy() # Closing this window
        recreate_root() # Reopening root window
    else:
        pass
displaytk.protocol('WM_DELETE_WINDOW',on_closing2)
```

```
displaytk.mainloop()

# Re-opening the root window which asks for function the user want to apply
# This is an extra feature to reopen the window once it is closed

# Defining an empty variable.
l=0

def recreate_root():
    global root
    global root1
    global l
    #Taking the root window we created earlier

    # This is all the labels and other functions available in this window

    if l==0:
        root1.destroy()
        l+=1
    else:
        pass
    root=tk.Tk()
    root.geometry('1920x1080')
    root.configure(bg='azure2')
    root.title('Option Page')

    img =
ImageTk.PhotoImage(Image.open("C:\\\\Users\\\\ishaa\\\\Desktop\\\\Background.png"))
    panel = tk.Label(root, image = img)
    panel.pack(side = "bottom", fill = "both")

    lab3=tk.Label(root, text="WELCOME TO GAME
DATABASE",font=('Arial',20,'bold'),bg='azure2')
    lab6=tk.Label(root, text="Made By: Ishaan
Chhaya",font=('Arial',20,'bold'),bg='azure2')
    lab3.place(x=540,y=70)  # Positioning the labels
    lab6.place(x=590,y=130)

    lin1=tk.Label(root,text="1.Insert new data
",font=('Arial',16),bg='azure2')
    lin2=tk.Label(root,text="2.Update the
table",font=('Arial',16),bg='azure2')
```

```

lin3=tk.Label(root,text="3.Delete the record from the
table",font=('Arial',16),bg='azure2')
lin4=tk.Label(root,text="4.Search a record from the
table",font=('Arial',16),bg='azure2')
lin5=tk.Label(root,text="5.Display the
table",font=('Arial',16),bg='azure2')
lin6=tk.Label(root,text="6.Quit",font=('Arial',16),bg='azure2')

lin1.place(x=540,y=190)
lin2.place(x=540,y=235)
lin3.place(x=540,y=280)
lin4.place(x=540,y=325)
lin5.place(x=540,y=370)
lin6.place(x=540,y=415)

ch=StringVar() # Creating a variable to store value input from entry box

lab1=tk.Label(root,text="Which function do you want to
apply:",font=('Arial',16),bg='azure2')
lab1.place(x=540,y=470)

en1=tk.Entry(root, textvariable=ch, font=('Arial',16),bg='azure1')
en1.place(x=560,y=525)

# Creating a function to ask confirmation from user for quitting
def on_closing1():
    if messagebox.askyesno(title='QUIT?',message='Are you sure you
want to quit'):
        root.destroy()
    else:
        pass

# Creating if else to run each function as asked by user
def choicefunc():
    choice=ch.get()
    if choice=='1': # To insert new data
        insert()
        #To update
    elif choice=='2':
        update()
        #To delete a record
    elif choice=='3':
        delete()
        #To search a record

```

```

        elif choice=='4':
            search()
            #To Display the data
        elif choice=='5':
            display()
        else:
            on_closing1()

    # Creating button with command to run the functions

btn1=tk.Button(root,text='Enter',font=('Arial',16),bg='azure2',command=choicefunc)
btn1.place(x=815,y=520)
root.mainloop()
#Recreating the option window

# Checking the existence of the database and to create if does not exist and
create if does not exist
def check_database_existence():
    user_=Username.get()
    pwd=Password.get()
    try:
        mydb =
sq.connect(host="localhost",user=user_,password=pwd,database="Game_Database")
        recreate_root()
    except sq.Error as e:
        if e.errno == 1049: # MySQL error code for "Unknown database"
            create()
    else:
        print(f"Error: {e}")
# Login page

# Function for showing the entered credentials and progressing to next
protocol
def submitact():

    user = Username.get()
    passw = Password.get()

    print(f"The name entered by you is {user} {passw}")

    logintodb(user, passw)

```

```
# Function to check and run the log in process
def logintodb(user,passw):
    if user in 'root' and passw in 'root':
        check_database_existence()

# GUI for Log in Page
root1 = tk.Tk()
root1.geometry("1920x1080")
root1.configure(bg='light slate gray')
root1.title("DBMS Login Page")

# Image for Log In page
img = ImageTk.PhotoImage(Image.open("C:\\\\Users\\\\ishaa\\\\Desktop\\\\LOG IN.png"))
panel = tk.Label(root1, image = img)
panel.pack(side = "bottom", fill = "both")

# Defining the first row
lblfrstrow = tk.Label(root1, text ="Username: ", font=('Arial', 22))
lblfrstrow.place(x =640, y = 470, width =155)
lblfrstrow.configure(bg='light slate gray')

# Entry for Username
Username = tk.Entry(root1, textvariable= chr, bg='azure1',font=('Arial',20))
Username.place(x = 800, y = 473, width = 100)

# Defining the second row
lblsecrow = tk.Label(root1, text ="Password: ", font=('Arial', 22))
lblsecrow.place(x = 640, y = 520, width=155)
lblsecrow.configure(bg='light slate gray')

# Entry for Password
Password = tk.Entry(root1, textvariable=chr, bg='azure1',font=('Arial',20))
Password.place(x = 800, y = 523, width = 100)

# Log in button
submitbtn = tk.Button(root1, text ="LOG IN",
                      bg ='LightSteelBlue1', command = submitact,
                      font=('Arial', 16))
submitbtn.place(x = 730, y = 600, width = 80)

root1.mainloop()
```

```
# Root window
root=tk.Tk()
root.geometry('1920x1080')
root.configure(bg='azure2')
root.title('Option Page')

img =
ImageTk.PhotoImage(Image.open("C:\\\\Users\\\\ishaa\\\\Desktop\\\\Background.png"))
panel = tk.Label(root, image = img)
panel.pack(side = "bottom", fill = "both")

lab3=tk.Label(root,text="WELCOME TO GAME
DATABASE",font=('Arial',18,'bold'),bg='azure2')
lab6=tk.Label(root, text="Made By: Ishaan
Chhaya",font=('Arial',18,'bold'),bg='azure2')
lab3.place(x=540,y=70)
lab6.place(x=590,y=130)

lin1=tk.Label(root,text="1.Insert new data ",font=('Arial',14),bg='azure2')
lin2=tk.Label(root,text="2.Update the table",font=('Arial',14),bg='azure2')
lin3=tk.Label(root,text="3.Delete the record from the
table",font=('Arial',14),bg='azure2')
lin4=tk.Label(root,text="4.Search a record from the
table",font=('Arial',14),bg='azure2')
lin5=tk.Label(root,text="5.Display the table",font=('Arial',14),bg='azure2')
lin6=tk.Label(root,text="6.Quit",font=('Arial',14),bg='azure2')

lin1.place(x=540,y=190)
lin2.place(x=540,y=235)
lin3.place(x=540,y=280)
lin4.place(x=540,y=325)
lin5.place(x=540,y=370)
lin6.place(x=540,y=415)

ch=StringVar()
```

```
lab1=tk.Label(root,text="Which function do you want to
apply:",font=('Arial',16),bg='azure2')
lab1.place(x=540,y=470)

en1=tk.Entry(root, textvariable=ch, font=('Arial',16),bg='azure1')
en1.place(x=560,y=525)

# Creating a function to ask confirmation from user for quitting
def on_closing():
    if messagebox.askyesno(title='QUIT?',message='Are you sure you want to
quit'):
        root.destroy() #closing root window
    else:
        pass
def choicefunc():
    choice=ch.get()

    # To insert new data
    if choice=='1':
        insert()
    #To update
    elif choice=='2':
        update()
    #To delete a record
    elif choice=='3':
        delete()
    #To search a record
    elif choice=='4':
        search()
    #To Display the data
    elif choice=='5':
        display()
    else:
        on_closing()

btn1=tk.Button(root,text='Enter',font=('Arial',14),bg='azure2',command=choicef
unc)
btn1.place(x=815,y=520)
root.mainloop()
```

# MySQL Table

Field	Type	Null	Key	Default	Extra
Game_Name	varchar(500)	YES		NULL	
Genre	varchar(100)	YES		NULL	
date_of_release	date	YES		NULL	
Price	int	YES		NULL	
Developer	varchar(500)	YES		NULL	
Platforms	varchar(500)	YES		NULL	
6 rows in set (0.02 sec)					

## Table Properties

Game_Name	Genre	date_of_release	Price	Developer	Platforms
Fortnite	PvE	2017-09-11	0	Epic Games	All
RDR2	RPG, Single-Player	2018-10-26	4000	Rockstar Games	All
Witcher 3: The Wild Hunt	RPG, Single-Player	2015-04-19	2500	CD Projekt Red	All
Forza Horizon 4	Racing Simulation	2018-10-02	4000	Playground Games	Xbox, Windows
Halo: The Master Chief Collection	FPS	2014-11-11	2500	Bungie INC.	Xbox, Windows
Elden Ring	RPG, Fighter	2022-02-25	4000	Bandai Namco	All

## Dummy Database

## **Scope of the Project**

1. GUI can be improved.
2. Code can be reduced in size for better time complexity
3. Add Columns for User Ratings, links for game trailers and screenshots for better visualisation.
4. Advanced Filtering: more in-depth filtering for users which allows them to search more efficiently

# **Bibliography**

- 1.NCERT Class 12 Computer Science Textbook
- 2.Stackoverflow.com
- 3.Docs.python.org

# Thank You

