

User Manual

Video Game Tracker

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1.0 GENERAL INFORMATION

This section explains in general terms the system and the purpose for which it is intended.

1.1 System Overview

Video Game Tracker is an application that was built using HTML, CSS, JavaScript, and PHP. It provides users with a method for accessing information on what games are available for purchase or pre-order and how much they cost either online or at various stores.

1.2 Organization of the Manual

The user's manual consists of four sections: **General Information**, **System Summary**, **Getting Started**, and **Running the Project**.

General Information explains in general terms the system and the purpose for which it is intended.

System Summary provides a general overview of the system, outlining the uses of the system's hardware and software requirements, system's configuration, user access levels, and system's behavior in case of any contingencies.

Getting Started explains how to install the software needed to create Video Game Tracker and how to build it.

Running the System explains how to run Video Game Tracker and what happens when it is run.

2.0 SYSTEM SUMMARY

This section provides a general overview of the system, outlining the uses of the system's hardware and software requirements, system's configuration, user access levels, and system's behavior in case of any contingencies.

2.1 System Configuration

Video Game Tracker can operate on Windows, Mac OS X, and Linux. It requires an Internet connection to function due to being Cloud-based.

2.2 User Access Levels

Video Game Tracker is user-friendly for all levels of consumers.

2.3 Contingencies

Video Game Tracker is backed up on separate memory drives at the end of every day just in case data is lost by theft, vandalism, corruption in data, etc. Such memory drives or backup copies are stored at an easily accessible separate location just in case data needs to be backed up as quickly as possible. The data is also backed up to the server so the data can still be accessed even if the memory drives or backup copies get damaged by fire, water, or any other kind of disaster, natural or man-made. This smart collective center will ensure proper batch classification at the end of an allotted time frame. The insulation of necessary software feeds the *Magic 8-Ball* section and a link to the Cloud server for smart data collection.

3.0 GETTING STARTED

This section explains how to install the software needed to create Video Game Tracker and how to build it.

3.1 Installation of Necessary Software

// What's the software needed to install Video Game Tracker and how is it installed?

3.2 BUILDING THE PROJECT

// What is done to build the project?

4.0 RUNNING THE PROJECT

This section explains how to run Video Game Tracker and what happens when it is run.

4.1 How to Run the Project

// How does the system run?

4.2 What Happens When the Project is Run

The Video Game Tracker is split up into three sections:

1. In the *Demographic Profile* section, a person just has to enter his name, gender, email, and birthdate. Even without training, a user should be able to create his own profile within minutes of engaging the program.

2. The *Magic 8-Ball* section asks the person questions about what genre of game they're looking for, the cost of the game, how many players are participating, what are the game's maturity ratings, and what the person's gaming skill level is. The ease of use will facilitate the completion of the user profile in a short period of time.

3. The *Directory* section allows a person to look up games using either a Search or an Advanced Search function. The video game database and the results will give users viable and valuable information about each particular video game in an organized fashion. There's information about a game's genre, publisher, developer, title/name, etc., but it's condensed into a user-friendly table.

The Video Game Tracker first opens to the *Demographic Profile* section where users can enter their profile. Once the user clicks the "Please Enter!" button, the profile is saved and linked to order confirmations.

At the same time, the user is taken to another screen that represents the *Magic 8-Ball* section. After answering the questions asked, the user is taken to a database consisting of information on games that match the answers the user provides.

The user also has the option of going to the *Directory* section and searching for games that way, but it's not required.