ITSE 2353 (ACS) FINAL PROJECT

This will count as approximately 23% of your overall grade for the course.
Your grade will be based on visual content, creativity, functional code and overall completeness.

This will be a virtual video game store (make a unique name for your game store).
It will contain at least 4-5 forms.

The design and color scheme are up to you but make it professional, take some time and make this portfolio quality. Include background images, fonts and coherent color schemes.

Icon on All Forms and Installation .exe: Icon that represents the name of your Video Game Store. Project should be packaged/deployable.

Title Line on All Forms: Should be the name of your game store.

Welcome Form: (themed appropriately. Main form)

It will contain:

Heading:

for your Video Game Store

Menu:

Shop Video Games
Help-Detailed Help File [use HTML Workshop]
About – Detailed About like we have done all semester.
Exit-Program Exit only place this is completed.

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Shop Now Form:

See all items in the Game Table in a data grid view.

Click an item in the grid to select it…Then select quantity from a combo box (the combo box should display from 0 to the quantity on hand)…each game selected will be different.

An image of the selected game should show on the screen when the item is highlighted in the data grid view. Each time a game is selected it should change to the correct picture. These should all be sized the same. These images are not in the database.

When an item is added to the cart it should decrease the quantity on hand amount.

If removed from cart it should increase the quantity on hand by that amount.

Users can select as many items as they wish by pushing the add to cart button each time.

Buttons:

Add to Cart – pushing this after doing above, will add the game info and quantity to the cart. Ask if user would like to continue shopping or go to shopping cart.

Shopping Cart- takes you to the Shopping Cart

Home – back to Welcome Page

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Shopping Cart Form

During checkout they should see a detailed receipt showing all their items, their price, their extended price (price*quantity), subtotal, tax (8.25%) and net total.

All items purchased should go in to a list box or datagridview. Headings and detail lines for:

> Game Title
> Price per Unit
> Quantity
> Total Price per Line

Labels Under List Box or DataGridView:
> Subtotal
> Tax Amount(8.25%)
> Net Total

Buttons:

<u>Continue Shopping</u>:	returns to shopping page
<u>Clear Cart Button</u>:	empties ALL selections in cart and adds amount back to quantity on hand for those games
<u>Remove Button</u>:	selected item in the list box is removed and adds amount back to quantity on hand for that game
<u>Check Out Button</u>:	Should print out a detailed receipt using crystal reports. It should include the customer's name, order number and pricing details listed above

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Here are some **sample tables** that might work for your database. Name your database the **VideoStoreName_Initials_2353SMYR** (VideoStoreName is what your made up name is. SM=Semester, YR= Two-Digit Year, Ex. TigerStore_KH_2353FA21). Use the **cstnt.tstc.edu** SQL Server for this database location. Use your login and password and create the database, create tables and enter the data thru Visual Studio. Give the database columns an appropriate data types and determine if need to be an NULL or NOT NULL.

(**MUST** have 10 items in the database and **images separate and in program**, Use Video_ImageID to relate to that image.)

Video Games Table
Video_Game_UPC (PK)
Video_Title
Video_Description
Video_PricePerUnit
Video_QuantityOnHand
Video_ImageID
Video_Genre
ESRB_Rating
SystemType

(**MUST** have 5 orders in the database. Could be same OrderID and different Video_Game_UPC)

Orders Table
OrderID   PK (OrderID and Video_Game_UPC are composite key)
Video_Game_UPC   PK, FK (find on internet searches)
CustomerID   FK
Order_Quantity
Total_Line_Cost   (Order_Quantity * Video_PricePerUnit)

(**MUST** have 5 customers in the database)

Customers Table
CustomerID   PK
Cust_FName
Cust_LName