**REPORT**

**GAME SELECTOR**

A picture containing indoor, object, monitor, computer

Description automatically generated

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**Final Project Report**

**\*GAME SELECTOR\***

**OVERVIEW:**

A video game is an electronic game that involves interaction with a user interface to generate visual feedback on a two- or three-dimensional video display device such as a touchscreen, virtual reality headset or monitor/TV set. Since the 1980s, video games have become an increasingly important part of the entertainment industry, and whether they are also a form of art is a matter of dispute.

The electronic systems used to play video games are called platforms. Video games are developed and released for one or several platforms and may not be available on others. Specialized platforms such as arcade games, which present the game in a large, typically coin-operated chassis, were common in the 1980s in video arcades, but declined in popularity as other, more affordable platforms became available. These include dedicated devices such as video game consoles, as well as general-purpose computers like a laptop, desktop or handheld computing devices.

**Description:**

In this project we made a game center which will allow the user to select multiple games from 2 main categories. More that display the game specifications required by the device.

So, after the desired category is opened click the desired game you will get 4 options plots, download, memes, specs and a back option to go back to category list. When you type download then the download link will be opened.

**Plot:**

Plot is the storyline of every game. If you don’t like the storyline type back to go to the selection category again.

**Memes:**

Memes are the posts and images related to games for exactly knowing the people's interest towards the game.

**Specs:**

Specs are the basics specifications of the games.

**Library’s used:**

Library’s used in this project are java's list, file, paths, awt.desktop, java.net.uri, java scanner etc.

**Sort:**

When you call the sort function it will sort the name of games in descending order so user can read it easily.

**Search:**

When you type search it will ask you to enter the name of the game then press enter it will directly take you to the function of the game when you can choose to download it , see specs or view plot of game.

**Data structure:**

This project is based on singly linked list (data structure). Where every name of games is saved linked list.

**Filling:**

Filling is also used in this project to get the plot (Storyline) of games so user can read it and can imagine the game should be like that category or if he likes it or not without wasting much time on downloading.

**Conclusion:**

This project of ours is the initial step towards java web application. This application will be the only application that can be used in 2 software mediums that is WINDOWS, PS4.

Right now, there is no such application available but with this application the users can have a same platform in these 2 software types which can be more efficient for the users.

**NOTES:**

* In this project the user might get errors sometimes in filling because when we were developing it the directory of specs (txt file) or plot(txt) were in same directory with java file but when you change the directory of this project, filling will not work. But screenshots are proof that it was perfectly working in our system.
* PS4 GAMES DONT have system requirements because they are already compatible of all games.
* THE WORKFLOW DIAGRAM ATTACHED IS FOR 1 GAME ONLY. THE DIAGRAM WILL REMAIN SAME FOR ALL THE GAMES SO REPETITION WASN’T POSSIBLE AND IF IT IS REPEATED IT’LL TAKE AROUND 200 PAGES.