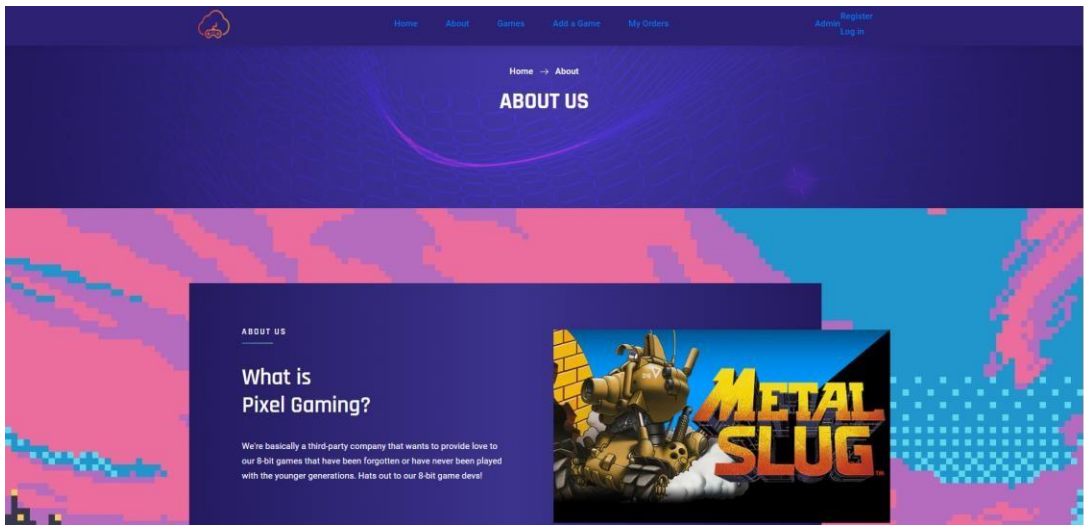- **Overview**

My project is a retail 8-bit gaming store. It features the latest and the oldest 8-bit games that you can ever come across with and sells it directly to the people who would want to buy. This is kind of like a tribute to the younger generation who doesn't particularly know what 8-bit games are because due to all of the advanced technology, it has become an antique. It is similar to Epic Games or Steam in the selling kind of manner, but in a more simplistic design.
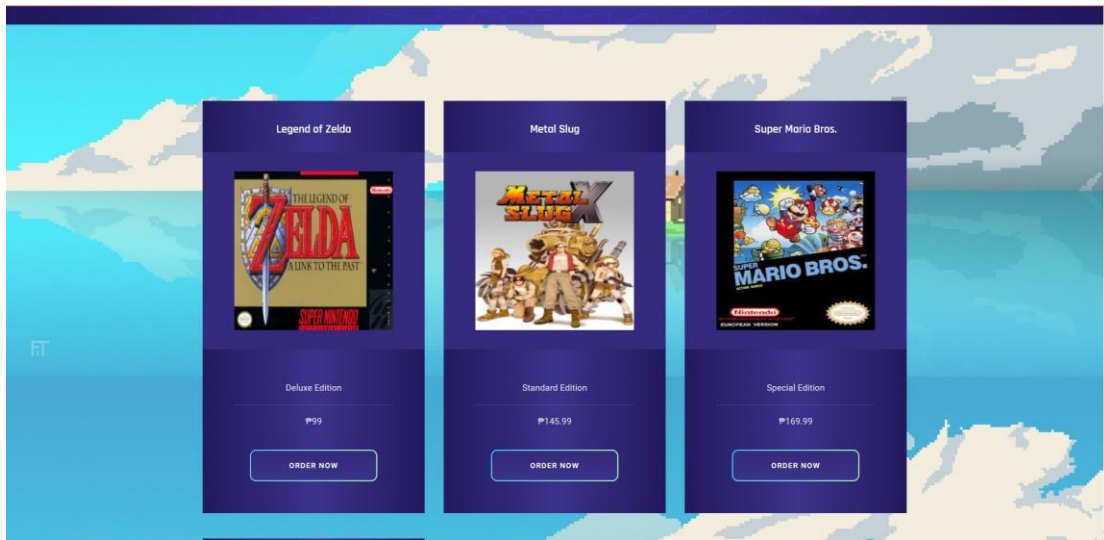
Index
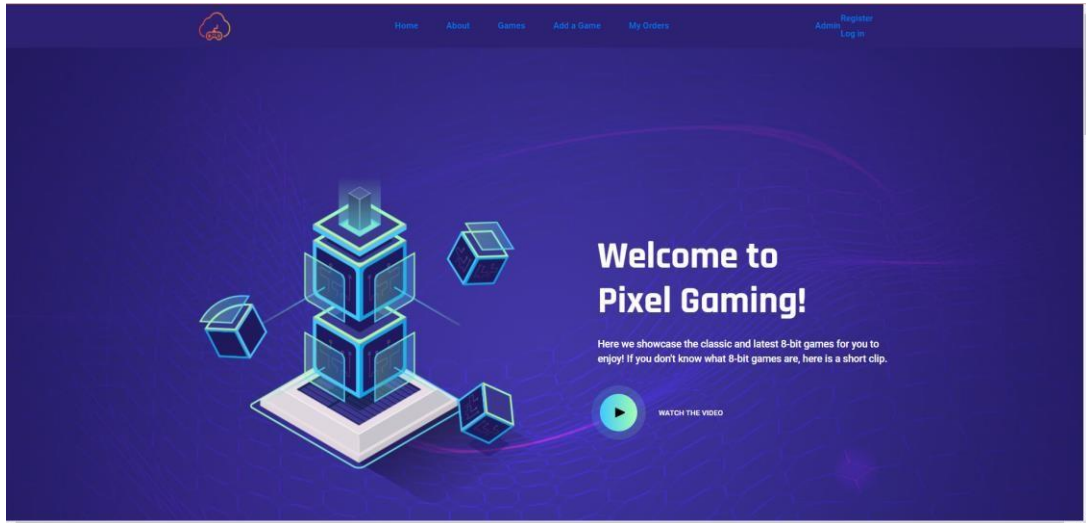
About

Games

Add a Game

My Orders

YOUR ORDERS

#	Game Name	Version	Quantity	
1	Metal Slug	Standard Edition	1	Delete
2	Pokemon - Yellow Version	Special Edition	1	Delete

Admin

#		Game Name	Price	Version	Stocks		
1		Legend of Zelda	₱99	Deluxe Edition	100	Edit	Delete
2		Metal Slug	₱145.99	Standard Edition	60	Edit	Delete
3		Super Mario Bros.	₱169.99	Special Edition	250	Edit	Delete
4		Pokemon - Yellow Version	₱349.99	Special Edition	100	Edit	Delete

Login/Register
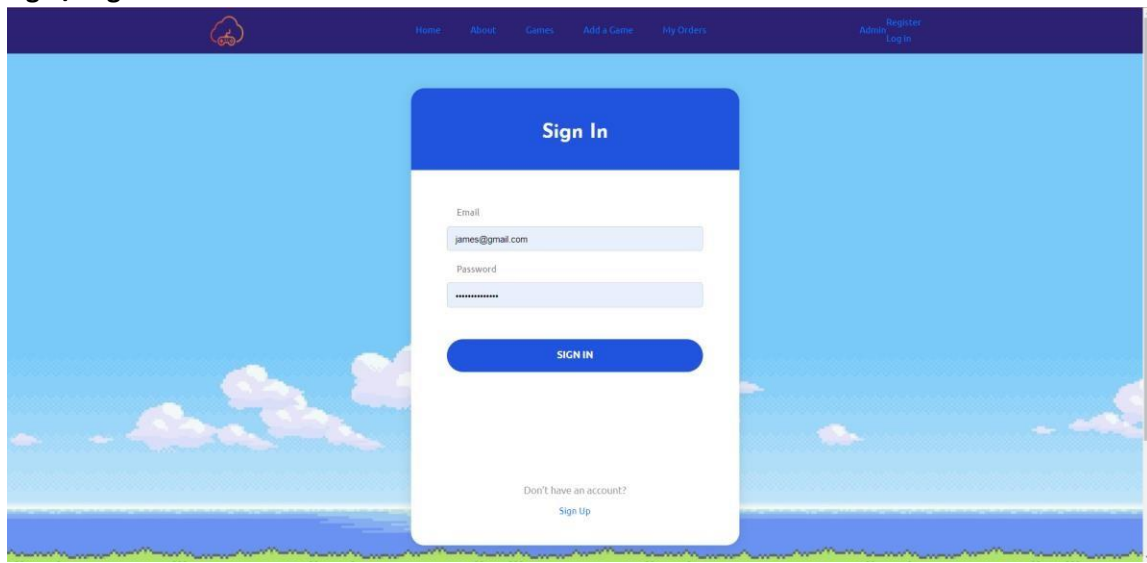
- **UML Diagram and Description**
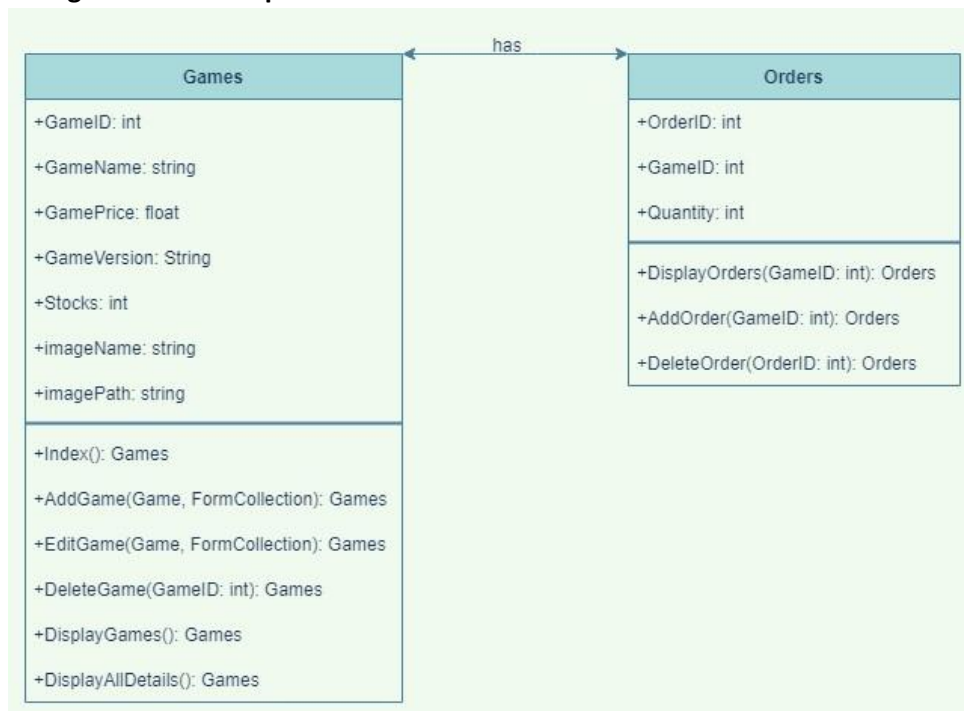
Starting off with the Games table, it includes all the necessary actions one can do when it comes to games. A person can add a game, edit it, delete it, and even display it. There are two displays provided, one is for the buyer's UI side and the other is for admin purposes because there are some details that should only be seen by the admin like the imagePath and stocks. Moving on to the Orders table, the AddOrder() function retrieves the GameID in the DisplayGames() to be inserted to the table. That ID is also used to display the specific details made for that row from the Games table.