GamesList **//Used to list the games and hold them all**

Game[] game;

Game **//Holder for specific game**

int id; **//used for what will be the sort**

String gameName;

String gameConsole; **//manually entered for some**

String[] DLC; **//list of DLC owned**

double hoursPlayed; **//will get it in minutes if able and then convert to hours**

String finish; **//either: Unfinished, Beaten, 100% Completed**

**//game owned on game systems (used for filtering by game creator/location)**

boolean STEAM;

boolean SONY;

boolean MICROSOFT;

boolean NINTENDO;

boolean MOBILE;

boolean PHYSICAL; ***//if physical copy only don’t second list it as say PSN***

**//holders for Achievements based on game system (implement later)**

Steam steam;

Psn psn;

Xbox xbox;

**//Achievement Lists (implement later)**

Steam

String[] id; **//S-GameId-#**

String[] api; ***//apiname***

String[] achievement; ***//name***

Boolean[] acquired; ***//achieved***

Psn

int[] id; **//P-GameId-#**

String[] trophy; **//*trophyTitleName***

Boolean[] acquired;

Boolean bronze; **//if Bronze = True, default: False**

Boolean silver; **//if Silver = True, default: False**

Boolean gold; **//if Gold = True, default: False**

Boolean platinum; **//If Platinum = True, default: False**

Xbox

int[] id; **//X-GameId-#**

String[] achievement;

String[] points;

Boolean[] acquired;

**Information required for each game**

Game Information (Underline = required)

**int id;** // Unique numeric id for each game.

// Increments by 1 for each new entry.

**String name;** // Game title

**String system;** // Game console (NES, PS3, Xbox, etc**)**

String original\_system; // If this game was originally released  
 // on another system, you may  
 // mark that system here.