

Product Requirements Document (PRD) – Addendum

Version 1.2 (Amendment to v1.1)

This addendum outlines the changes to the Product Requirements Document for the Video Game Catalog iOS application. The prior baseline (v1.1) remains the reference. This document (v1.2) supersedes specific requirements in v1.1 where noted.

Scope Adjustment

Scope Adjustment: The filtering requirement specified in v1.1 for the Library screen is revised. In v1.1, the Library screen supported multi-property filtering (e.g., developer + genre + system). In v1.2, this functionality is replaced by property drill-down navigation via the Manage Properties section. Users can view all games tied to a property directly from its detail screen.

Functional Changes

1. Library Screen - REMOVE: Multi-property filter sheet from the Library list. - RETAIN: Sort, Search, Add, Edit, and Delete game functionality. 2. Manage Properties - ADD: Property detail screen for each property type (Series, Developers, Publishers, Genres). - FUNCTION: Selecting a property opens a list of all games that reference it. - ACTIONS: From the property detail screen, users can tap a game to navigate to Game Detail. 3. Data Integrity - Properties remain auto-cleaned (removed when unused). - Deletion of a property from Manage Properties continues to require confirmation, and always succeeds since all listed properties are tied to at least one game.

Non-Functional Notes

- No additional performance requirements are introduced in v1.2 beyond v1.1. - Maximum supported library size remains at 1,000 games. - Navigation depth is limited to maintain native iOS user experience (Library → Property → Game Detail).

Versioning

Versioning: - v1.1: Library list with multi-property filtering (baseline). - v1.2: Property detail drill-down replaces Library multi-filter. Future releases may consider reintroducing combined filtering as a v2+ feature if user demand warrants.