Video Game Registry
COMP 3753 X1 [2020-2021]

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Purpose

In recent years the video game industry has experienced a colossal boom. It has thrived during the Corona virus outbreak and has generated an estimated 143.5$ Billion dollars in revenue in 2020 thus far[1]. This boost of popularity made it so people started using online market places such as steam, g2a, or even the epic games launcher to purchase video games. For this project, we seeked to recreate a simple version of those market places and one of the most important aspects of it, the game registry. The game registry is where all the games and their information is stored to then display it in their shop for the customers to see.

Application Structure

This application will be coded in python and will use an SQLite database to store the data. We will use a library called tkinter to create a graphical user interface (GUI) to facilitate the user's access to the database (See image 1 below).
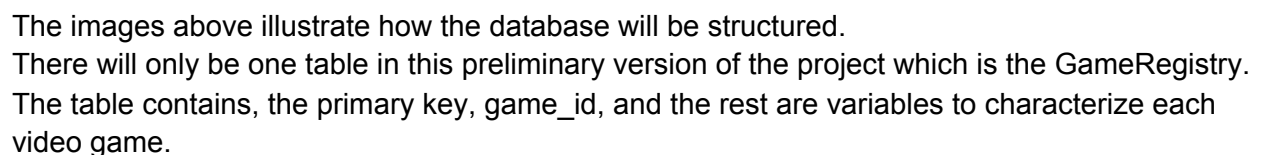

Image 1: Online Game Registration System GUI

[1] New Gaming Boom: Newzoo Ups Its 2017 Global Games Market Estimate to $116.0Bn Growing to $143.5Bn in 2020. (2018, May 15). Retrieved December 14, 2020, from https://newzoo.com/insights/articles/new-gaming-boom-newzoo-ups-its-2017-global-games-market-estimate-to-116-0bn-growing-to-143-5bn-in-2020/

Through this GUI, the user may run the methods in the application to alter the database, such as to add new data, delete the data, update the data, and even search through the database for a specific information. Other functions of the program include, clearing the input fields, displaying the rows in the database, and exiting the program.

This simple yet effective program may be used in video game stores or video game review websites that are starting off to manually input the information of a game and store it in their database to then be able to access it in the future when necessary.

Database

UML DIAGRAM
ER DIAGRAM

GameRegistry

Game_id
GameName
ReleaseYear
Developer
Genre
Platform
Mode
Rating

Game_id
GameName
ReleaseYear
Rating
GameRegistry
Developer
Mode
Platform
Genre

The images above illustrate how the database will be structured.
There will only be one table in this preliminary version of the project which is the GameRegistry. The table contains, the primary key, game_id, and the rest are variables to characterize each video game.

There are multiple ways we can add on-to or improve the program. We could first enhance the database and add more tables so it stores the prices of the games in each region as well as in each store. A feature could be added such as a log in system where only the admin or an employee can access the program. A table which stores the username and log in password could be created to implement such feature.