

# Game Library

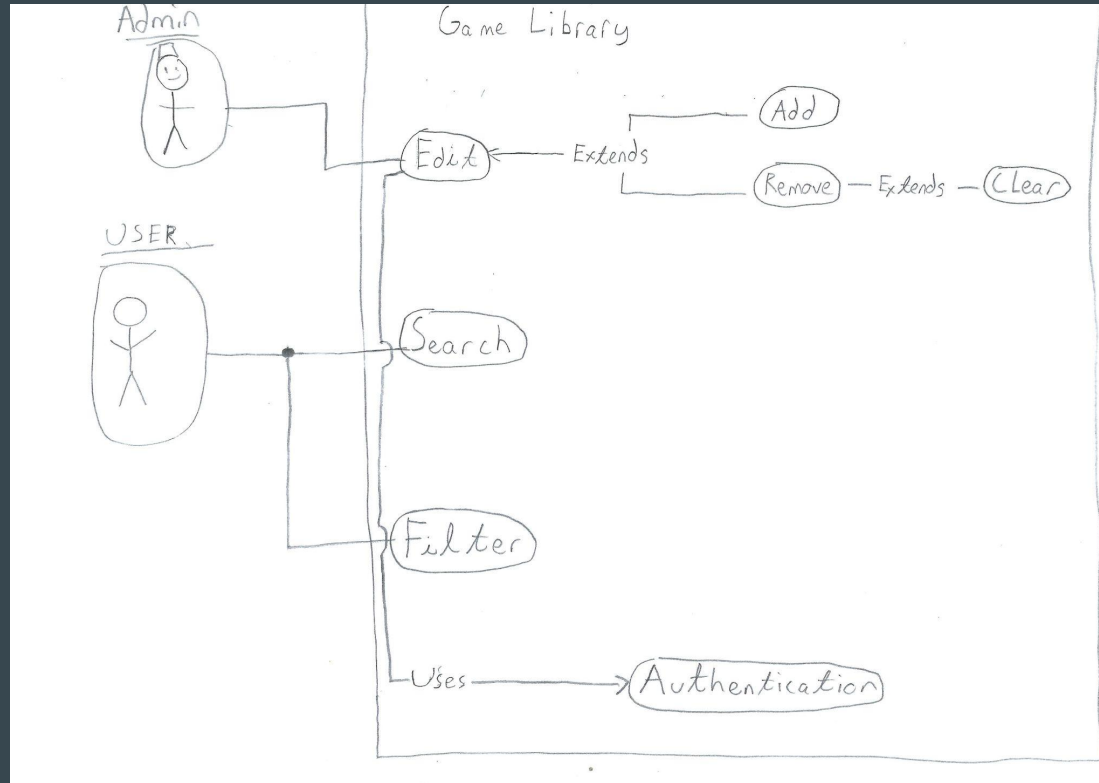


Daniel Tucker  
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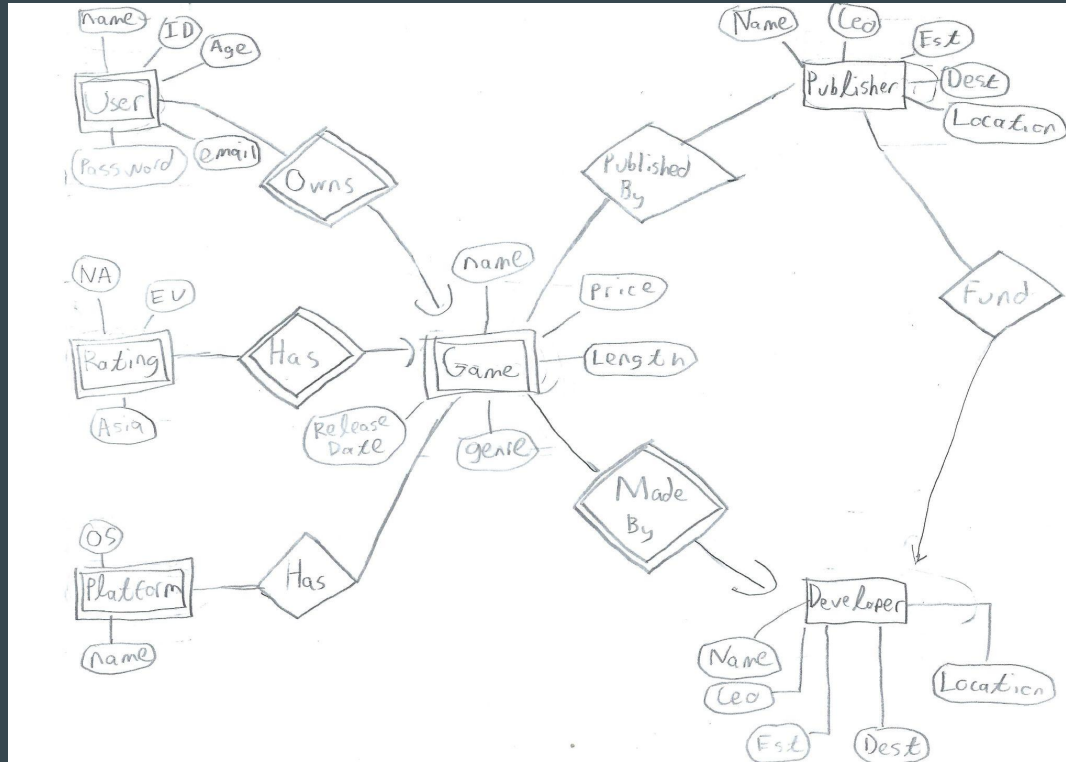
# Library Description

- Project is a library of video games and information relating to them
- Users can make edits to the library
  - Can add new information to current videos games, publishers, ratings, etc. in the library
  - Can remove or clear current information from the library
  - Authentication will be done on every user edit
- Users can search for specific games and their aspects and relationships
- Users can filter games by genre, rating, publisher, developer, release date, etc.

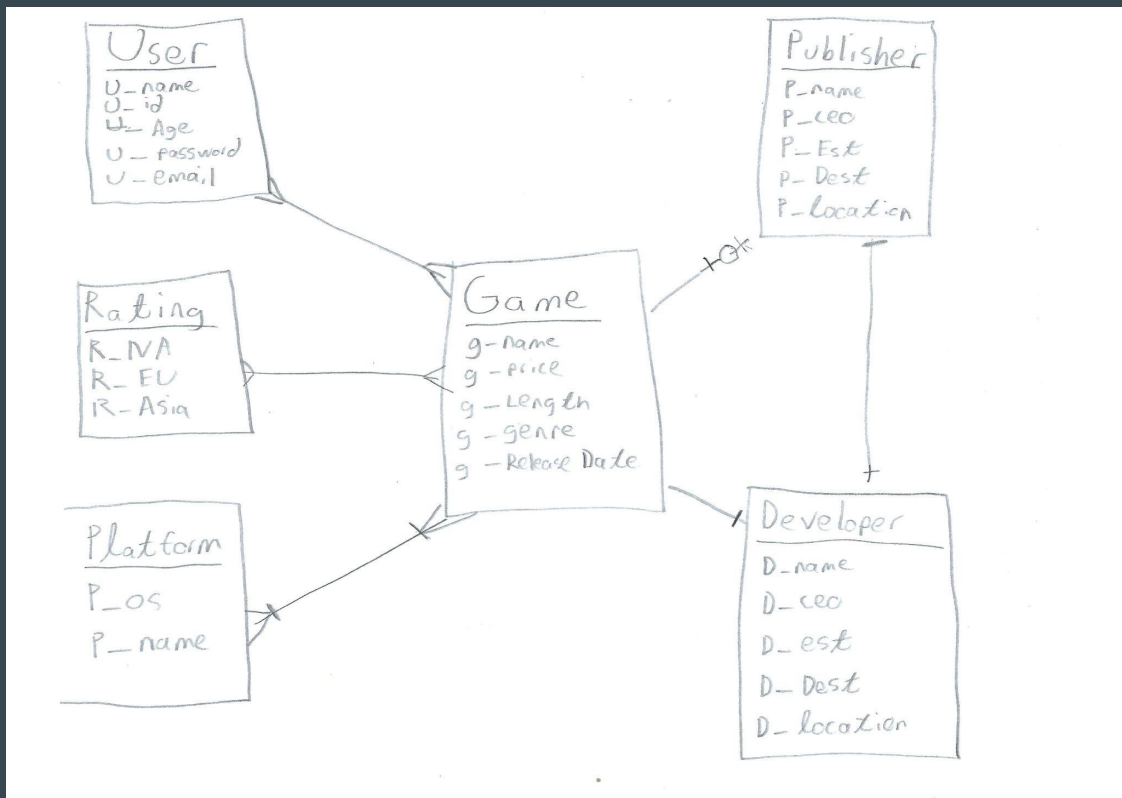
# Use-Case Diagram



# E/R Diagram



# Relational Schema



# Implementation Details:

What Database did we use?



SQLITE

How did we build our “Advanced” User Interface?



Python

**DEMO**

# Github

<https://github.com/dantuckcse/CSE111-Database>