**To compile and run:**

Open “PlayerProfilec++.sln” in visual studio and click run to compile and start the program.

To run the release compiled executable, find “RELEASE PlayerProfilec++.exe” and run it.

The compiled executable will come with a pre-filled out database file named “database.bin”. It will be in the same directory as the executable. Running the executable will open this database file and the listings can be read. Deleting or renaming this database file will cause a new empty one to be created upon launching the program.

**To use the program:**

Follow the command prompts to view/change/add player profiles and player scores. Apon choosing to “save and quit” all changed data will be saved to the database. Any new profiles will also be added.

*This project was made using github. To view all changes and source code, visit: https://github.com/rabbet35/PlayerProfileDatabaseCPP*