

GamePile

TOOL FOR ORGANISING VIDEO GAMES

Mid-Project Demonstration

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A Brief Description

GamePile is an application which helps users keep track of their video game libraries, allowing for efficient organisation.

Aims

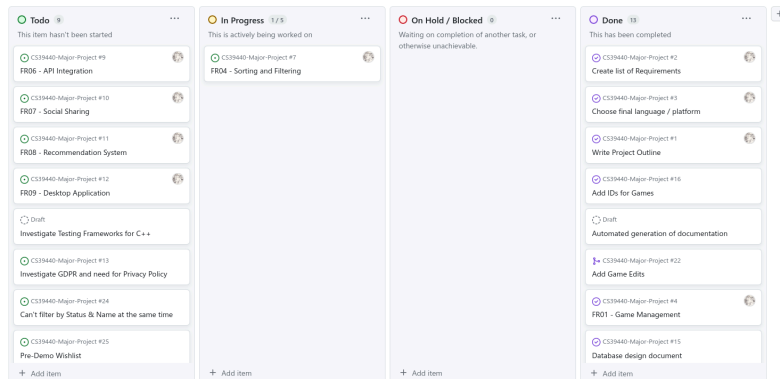
- Allow users to store information on their library of video games.
- Mark games as “Abandoned”, “Completed”, “Backlogged”, etc.
- The use of a third-party API to add video games into the library.

Optionally...

- Export a graphical overview of completed games.
- Research and potentially implement an algorithm which recommends user games they may enjoy.

Methodology

- Focus on using *GitHub Issues* as a Kanban Board to track progress
- Use of a weekly log, laying out the tasks for each week and providing an agenda of what to discuss at weekly meetings.
- Continuous Integration via GitHub Actions for building & testing



CS39440: Weekly Logs

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Week 6 - W/C: 4th March — FR02 & FR03 First Implementation

6.1 - Week's Objectives

This week will involve the implementations of FR02 and FR03 along with early implementations of FR04. This is in order to provide a sufficient program for presentation at the Mid-Project Demonstration next week. Time allowing, some research into fuzzy searching will take place.

6.2 - Completed Tasks

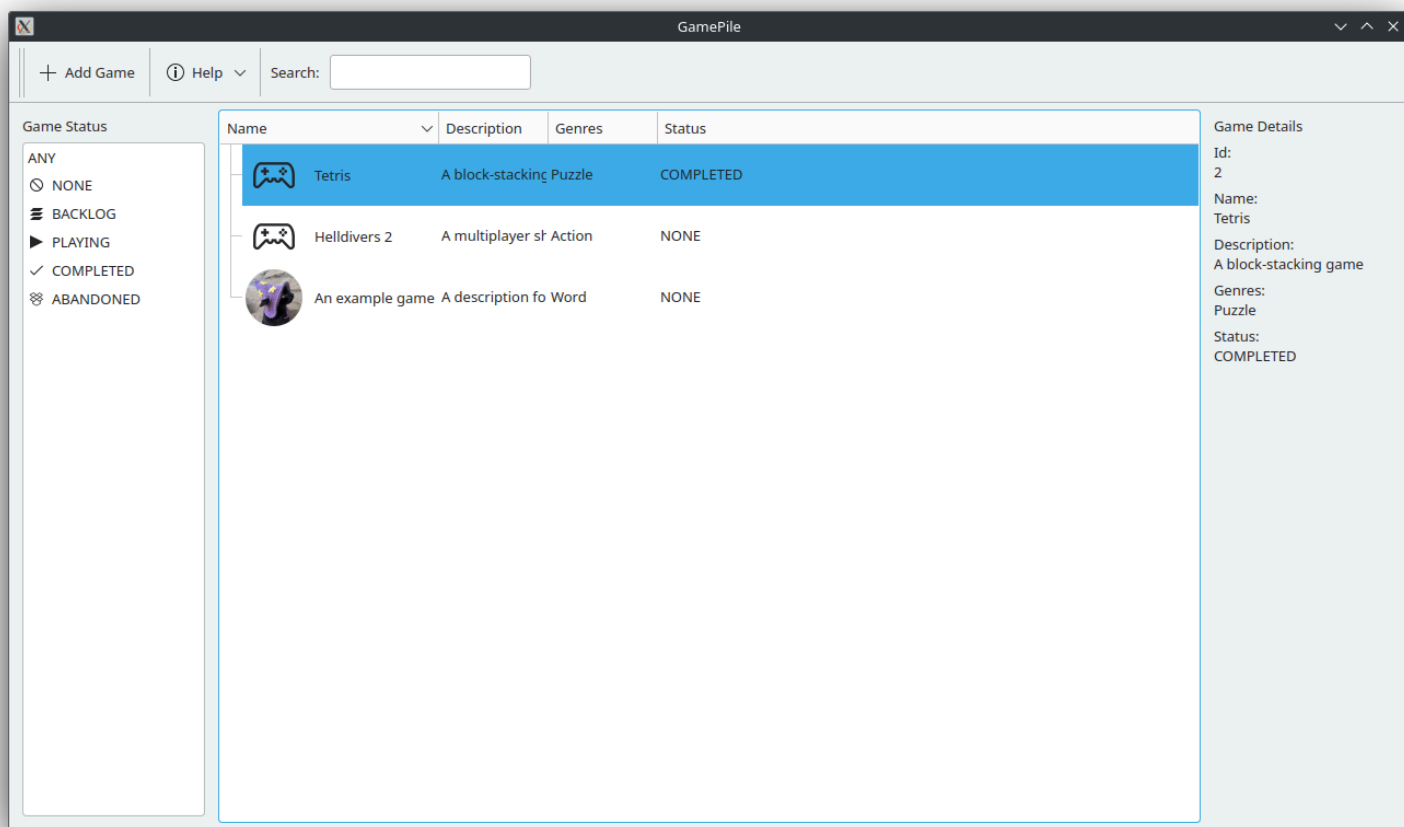
1. Implementations of FR02 and FR03.
 - The application now allows users to mark games with a "Status", the current list being ['NONE', 'BACKLOG', 'PLAYING', 'COMPLETED', 'ABANDONED']. It is planned in future to allow users to customise the available list of statuses.

Progress

- The application currently has a *prototype UI*, allowing users to add and edit games.
- Basic filtering is supported, with the underlying code for more advanced filtering in place.

Next Steps

- Add more fields for games, adhering to the structure in the Database Schema.
- Add support for getting game information from an API.
- Another pass on the UI ahead of final submission, polishing up the application.



Technologies Involved

- C++ (Programming Language)
 - Performant and powerful language.
 - Problem well suited for Object-Oriented solution.
- Qt (UI Library)
 - Well documented, with good support for multiple operating systems.
 - Faster than web-based solution.
 - Notable uses include the K Desktop Environment (KDE).
- CMake (Build System)
- Typst (Typesetting & Documentation)
 - A “modern LaTeX” alternative.
- Doxygen for generating LaTeX / HTML Documentation from source code comments.