Project report

The main goal of my project was creating an application for gamers, named **"SteamPicker"**. The tools I was allowed to use are: QT Creator(QT Designer + VS Code). Dataset (was taken from kaggle.com) contains the data of all 55961(as of November, 8th, 2022) computer games on the online PC gaming store "Steam". All the games are real products.
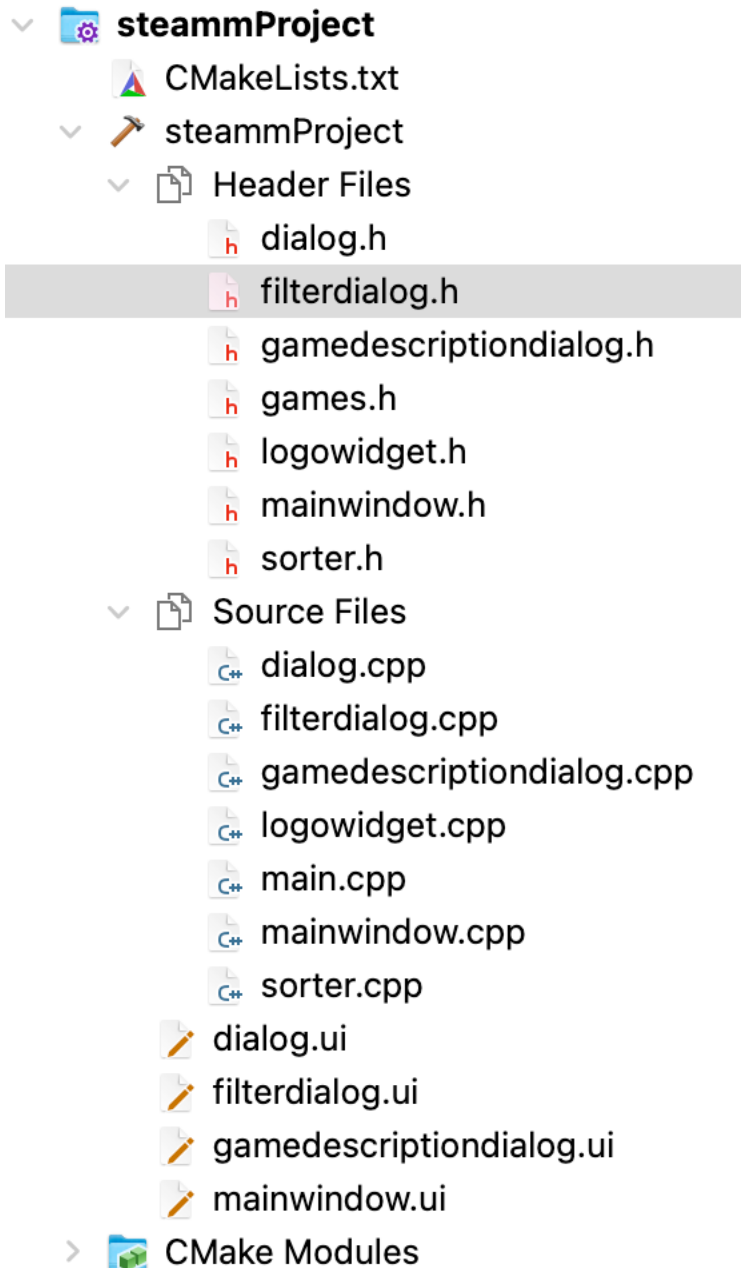
Header and source files:

Figure 1: files

As it can be seen from figure 1, I have **4 classes**:

1. **MainWindow:** this is the primary window of the application. It features a table that lists all the games with their basic details. There are two buttons on this window, "Filter" and "Info" (*Figure 2*).

   - **Filter Button(*Figure 3*):** after clicking on this button a dialog window opens. In this window user can add a new game by specifying its characteristics and description. If the user didn't fill all gaps, a warning message box will be shown.
   - **Info Button(*Figure 4*):** after clicking "Info" the dialog window opens. In this window the user will see application logo and its description.
   - **Sort by Spin box(*Figure 5*):** after choosing any sort by parameters, the games in the table will be shown in chosen order.
   - **Search bar(*Figure 6*):** user can easily enter any data in this bar and in the game list you will see game names that match you query.
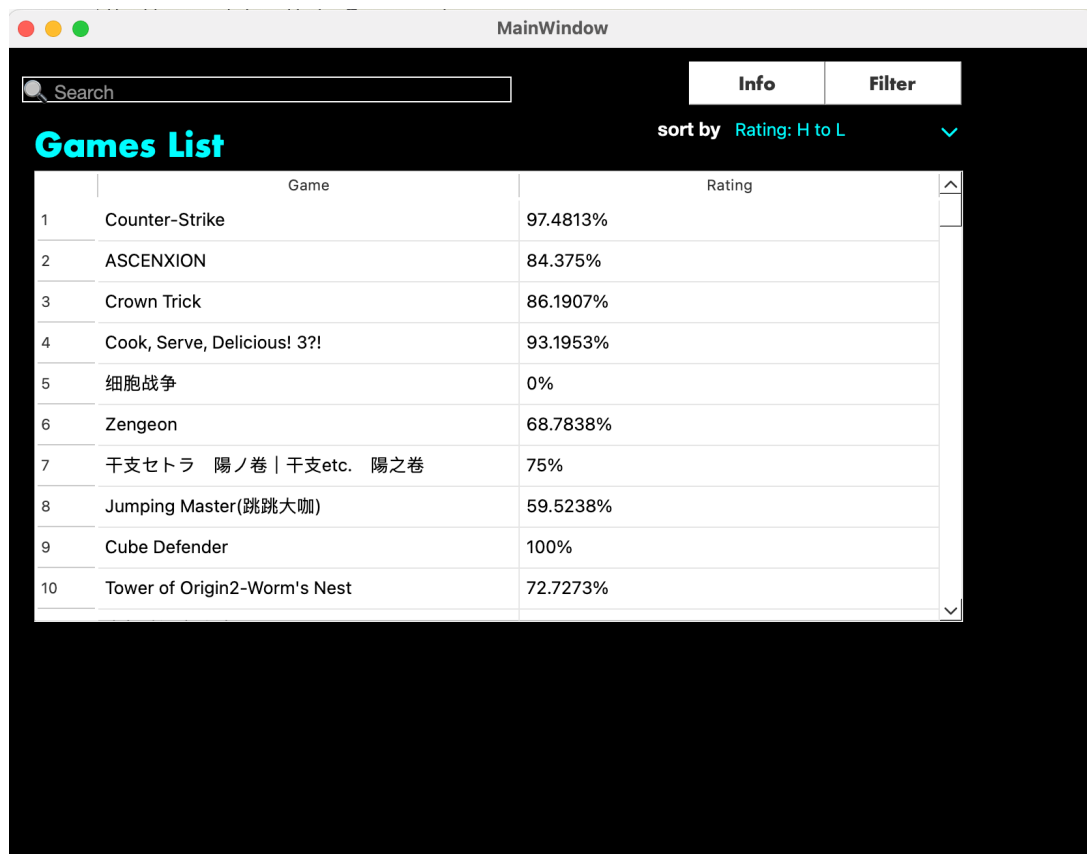

Figure 2 (mainwindow.ui)

If you are a developer - add your own game!   Add Game

Game name:

Rating range   0,00

Short description:

Developer:

Publisher:

Platforms:

Genres:

Tags:

Languages:

Categories:

Figure 3 (after clicking "filter" button)

Dialog

Logo

S

Description

SteamPicker *– the perfect app for those gamers, be they novices or experts, who struggle finding the best suitable game for them to play, if they want to try out something new.*
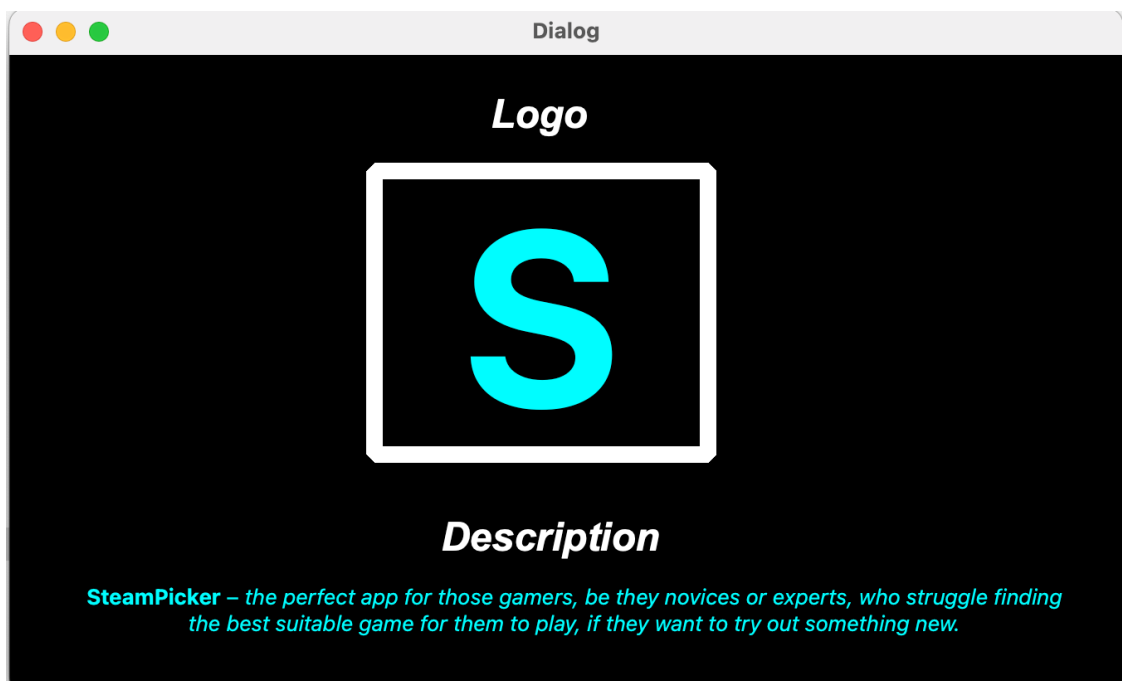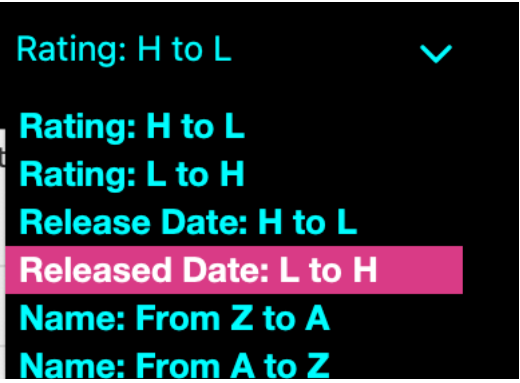
Figure 4 (after clicking "info" button)
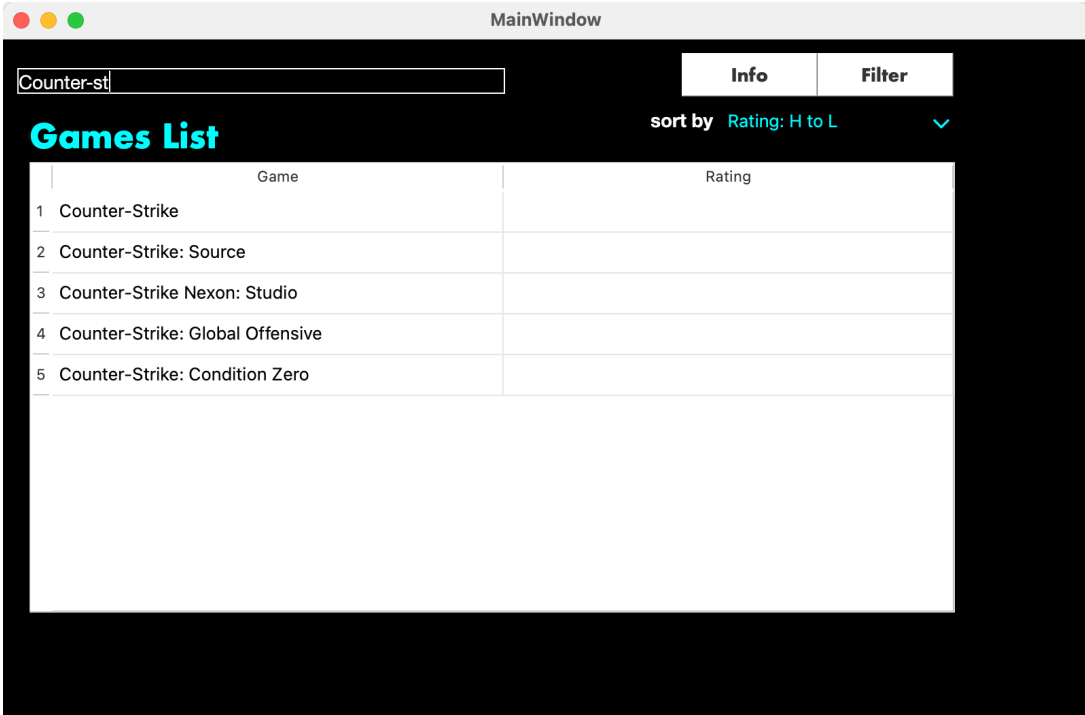
Figure 5 (sort by spin box)

Figure 6 (search bar functionality)

2. **GameDescriptionDialog:** this dialog provides more detailed information about the selected game. It includes details like game name, rating, release date, genre, developer, publisher, owners, and a description. To open this dialog window you should double click the game in mainwindow table. There is an "Edit" button in this dialog.

- **Edit button:** When clicked, this button switches the dialog into edit mode(the name of the button then is changed into "Save"). In this mode, the user can modify the information about the game. Clicking the "Edit" button again will save the changes and update the game details both in the dialog and the main window's table.
- **Delete button:** after clicking it, the game is deleted both in the dialog and the main window's table.

Figure 7 (Full description of the game(above) and edit mode(below))

3. **InfoDialog**: this is a dialog that can be accessed from the MainWindow via the "Info" button. It contains a logo and a description of the application. You can see the interface in *Figure 4*.
4. **LogoWidget:** this is a custom QWidget that was promoted in the InfoDialog. It is used to draw the application's logo (see the logo in <u>Figure 4</u>).

Conclusion:

Each of these components work together to create a fully functioning application where the user can view a list of games, delete games from the list, view detailed information about each game, edit the game details, and view information about the application itself.