

Computer Games Collection



USER GUIDE

30003389 – Kyer Potts

Table of Contents

Getting started	2
Interface Elements	3
Collection List Window	3
Entry Input Fields	3
Add Button	3
Delete Button	4
Clear Button	4
Reset Button	4
Update Button	5
Save Button	5
Open Button	5

Getting started

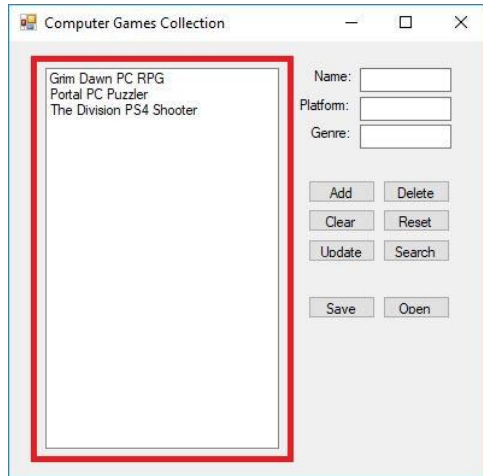
When ComputerGamesCollection first loads, the user will be notified that there no save file currently exists. A save file will automatically be created when the program is closed, and the user will not receive this message again unless the file is deleted from the directory.

To begin adding entries into the program, populate the Name, Platform and Genre fields and click the add button. The data will then be collated and sorted into the list on the right-hand side of the UI.

Once an entry has been made, the user will be able to edit, delete, or search for entries within the collection.

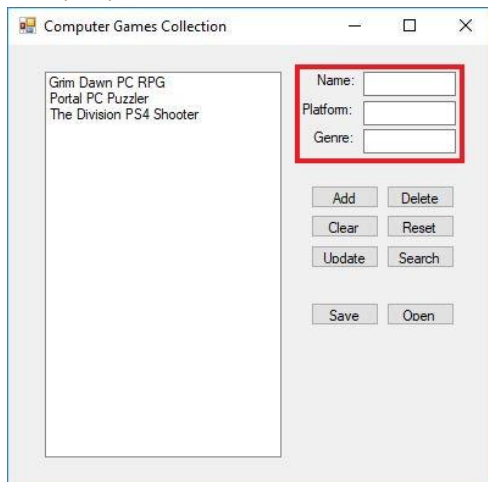
Interface Elements

Collection List Window



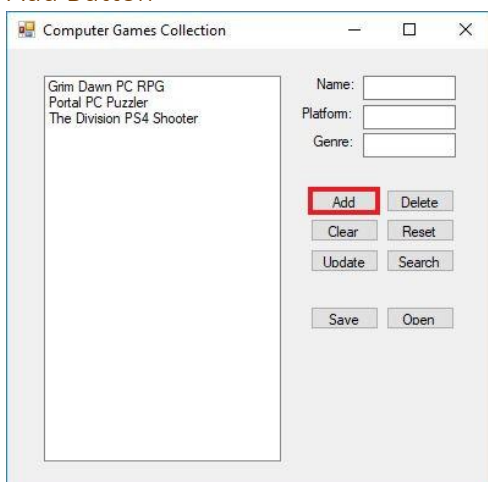
The collection list window displays your games collection in a selectable list. This list is automatically sorted for readability

Entry Input Fields



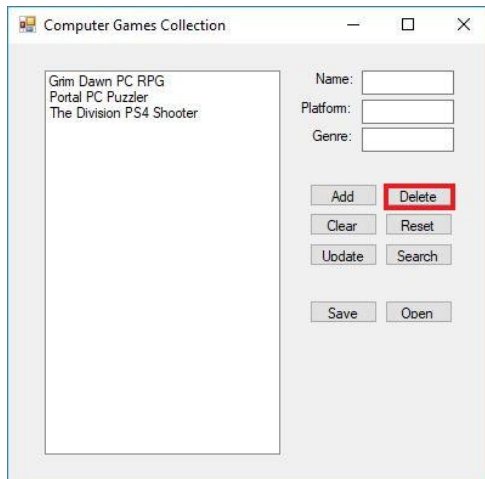
Entry input fields will take user input for a variety of functions and will also display the relevant information when an entry is selected from the collection list window.

Add Button



The add button will add data within the Entry Input Fields to Collection List Window. All Entry Input Fields must contain data for this button to function

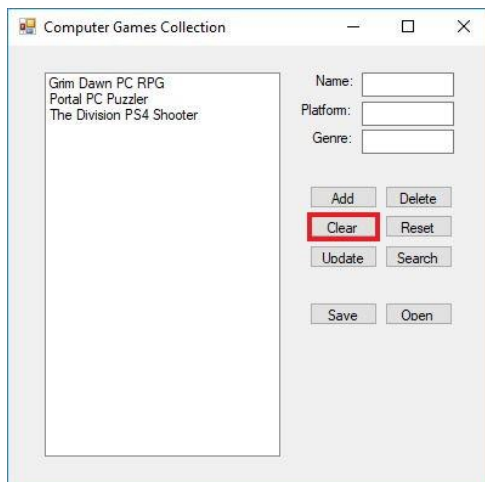
Delete Button



The screenshot shows a window titled "Computer Games Collection". On the left is a list box containing three items: "Grim Dawn PC RPG", "Portal PC Puzzler", and "The Division PS4 Shooter". On the right, there are three input fields labeled "Name:", "Platform:", and "Genre:". Below these fields are several buttons: "Add", "Delete", "Clear", "Reset", "Update", "Search", "Save", and "Open". The "Delete" button is highlighted with a red rectangle.

The Delete button will remove the entry selected in the Collection List Window from the program. An entry must be selected for this button to work

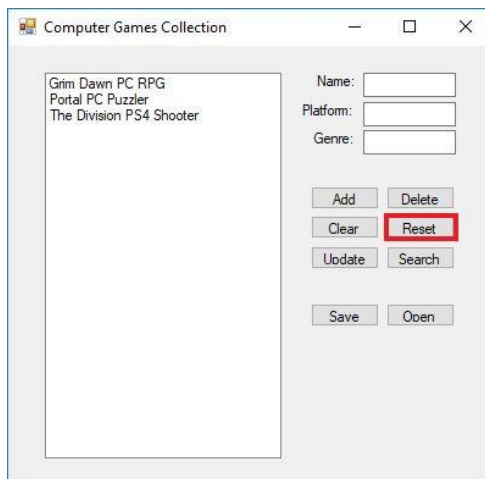
Clear Button



The screenshot shows the same "Computer Games Collection" window. The "Clear" button, located below the "Delete" button, is highlighted with a red rectangle.

The clear button will empty the Entry Input fields of all data

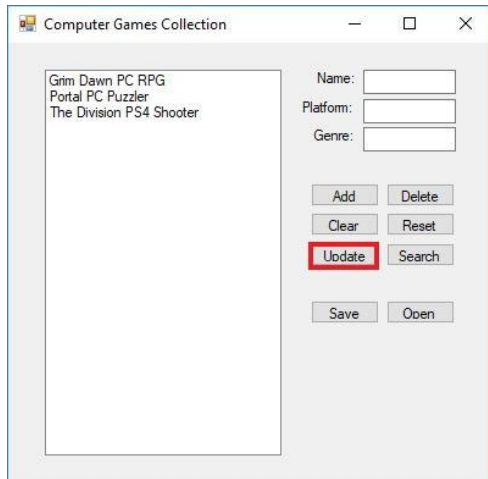
Reset Button



The screenshot shows the same "Computer Games Collection" window. The "Reset" button, located below the "Clear" button, is highlighted with a red rectangle.

The Reset Button will wipe all data in the collection and begin a new list

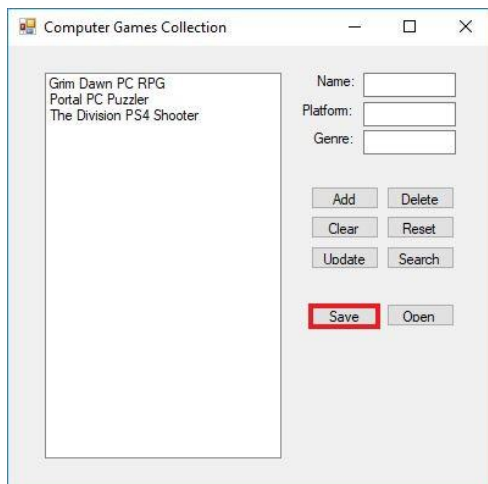
Update Button



The screenshot shows a window titled "Computer Games Collection". On the left is a list box containing three items: "Grim Dawn PC RPG", "Portal PC Puzzler", and "The Division PS4 Shooter". On the right, there are three input fields labeled "Name:", "Platform:", and "Genre:". Below these fields are several buttons: "Add", "Delete", "Clear", "Reset", "Update", "Search", "Save", and "Open". The "Update" button is highlighted with a red rectangular box.

The update button will modify the data of the selected entry within the Collection List Window with new data from the Entry Input Fields

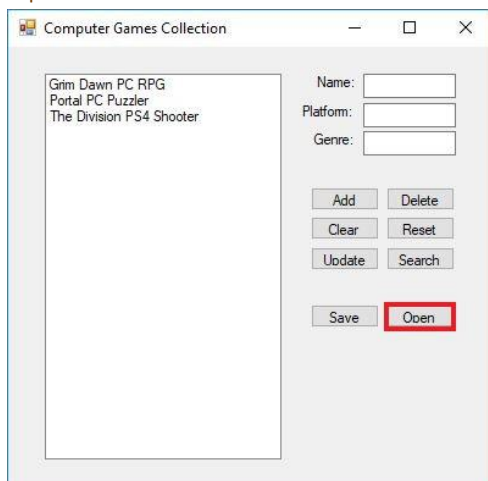
Save Button



This screenshot is identical to the one above, showing the "Computer Games Collection" window. The "Save" button, located at the bottom of the button group, is highlighted with a red rectangular box.

The save button will save all data within your collection. The program will also automatically save all data when the program is terminated

Open Button



This screenshot is identical to the ones above, showing the "Computer Games Collection" window. The "Open" button, located at the bottom right of the button group, is highlighted with a red rectangular box.

The Open button will load all previously saved data into the collection. This function will also automatically occur when the program begins.