

Video Game Backlog Application Guide

This application is designed for users to enter and keep track of their constantly expanding library of video games bought on a whim during large sale events. Users can enter the game along with some details to track the progress of completing their backlog. Users can also update entries after completing the game to how they would rank it compared to the other games they have played.

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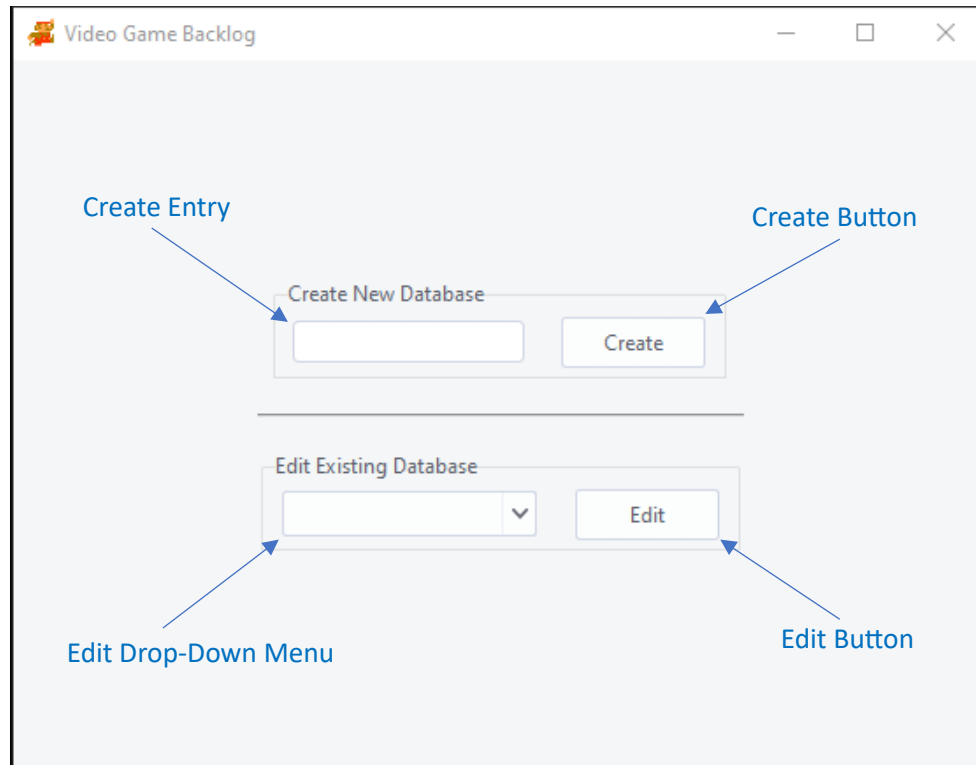
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Start Page

This is the application's starting page. Here users can create a new database using the top entry field or edit an existing database chosen from a drop-down menu at the bottom.

- Enter a database name with or without the file extension .db
- The *Create* button is used to create a new database.
- Database names can't contain special characters other than underscores and hyphens and can't have the same name as an existing database.
- Choose an existing database from the drop-down menu.



Main Page

This is the application's main page. Here users can scroll through their database, add new entries, update old entries, delete entries, search through their database, and sort the entire database or the search results by column.

- Fill out the entries in the *Records* box to add a new entry. Only *Title*, *Type*, and *Status* are required.
- Duplicate game titles are not allowed and games with the same names should be accompanied by their release year (i.e. Call of Duty: Modern Warfare 2 (2009)).
- *Rating* is always set to 'N/A' by default and can't be changed unless the *Status* is 'Finished.'

The screenshot shows the 'Video Game Backlog' application window. It features a table of game records, a form for adding or updating records, and buttons for commands and search/sort functions. Annotations point to specific UI elements:

- Column Headers:** Points to the header row of the table: Title, Developer, Genre, Type, Status, Rating.
- Selected Record:** Points to the first row of the table, which is highlighted in blue: Guilty Gear -Strive-.
- Record Box:** Points to the 'Records' form, which contains input fields for Title, Developer, Genre, Type, Status, and Rating.
- Command Buttons:** Points to the 'Commands' section, which includes buttons for Add, Update, Delete, and Clear.
- Search & Sort Box:** Points to the 'Search & Sort' section, which includes a search input field, a 'Search' button, a 'Reset' button, a 'Sort by...' dropdown, radio buttons for 'A to Z' and 'Z to A', and a 'Sort' button.

The table data is as follows:

Title	Developer	Genre	Type	Status	Rating
Guilty Gear -Strive-	Arc System Works	Fighting	Base	Playing	N/A
Halo Infinite	343 Industries	Shooter	Base	Finished	6
Final Fantasy VII Remake	Square Enix	Action	Base	Backlog	N/A
Witcher 3: Blood and Wine	CD Projekt RED	RPG	Expansion	Backlog	N/A
Dark Souls 3	FromSoftware	RPG	Base	Finished	10

The 'Records' form contains the following fields:

- Title*: Guilty Gear -Strive-
- Developer: Arc System Works
- Genre: Fighting
- Type*: ☒ Base ☐ Expansion
- Status*: Playing
- Rating: N/A

The 'Commands' section contains the following buttons:

- Add
- Update
- Delete
- Clear

The 'Search & Sort' section contains the following elements:

- Search input field
- Search button
- Reset button
- Sort by... dropdown
- ☒ A to Z ☐ Z to A
- Sort button

At the bottom of the window are 'Back' and 'Exit' buttons.

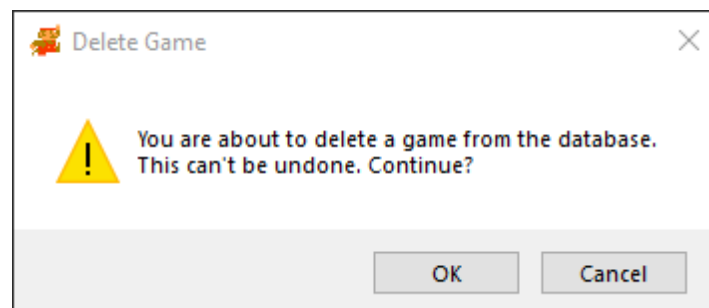
Actions and Commands

- Users can perform commands using the *Add*, *Update*, *Delete*, and *Clear* buttons.
- The *Add* button will add the user entered values into the database.
- The *Update* button will update an existing record.
- The *Delete* button will delete an existing record.
- Users can select a record to be updated or deleted by clicking on a record in the Treeview at the top under the application title.
- The *Clear* button will clear and reset all the fields in the *Records* box.

The screenshot shows a form titled "Records" with the following fields and buttons:

- Title:** Text input field containing "Guilty Gear -Strive-".
- Developer:** Text input field containing "Arc System Works".
- Genre:** Dropdown menu showing "Fighting".
- Type:** Radio buttons for "Base" (selected) and "Expansion".
- Status:** Dropdown menu showing "Playing".
- Rating:** Dropdown menu showing "N/A".
- Commands:** A group of four buttons: "Add", "Update", "Delete", and "Clear".

- A pop-up message will appear asking for confirmation when the user tries to add, update, or delete and new entry.

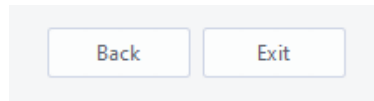


- Users can also use the search bar at the bottom to search through their database. All columns will be searched.
- Users can also sort all records in the database or just the search results.
- The column to sort by can be chosen using the sort drop-down menu.
- Ascending or descending can be chosen by selecting one of the radio buttons. It is ascending by default.
- The *Reset* button can be pressed to reset the search fields and the database display.

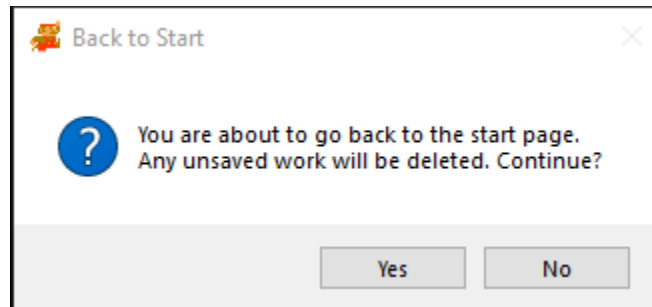
The screenshot shows a section titled "Search & Sort" with the following elements:

- Search Bar:** A text input field.
- Search:** A button to execute the search.
- Reset:** A button to clear the search bar.
- Sort by:** A dropdown menu.
- Sorting Options:** Radio buttons for "A to Z" (selected) and "Z to A".
- Sort:** A button to apply the sorting.

- The *Back* button will close the connection to the current database and take the user back to the start page
- The Exit button will close the app and terminate the database connection.

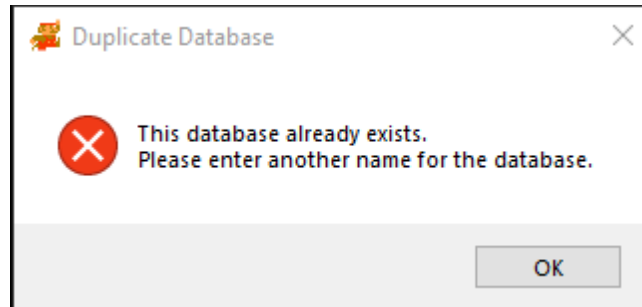


- A pop-up message will ask the user to confirm if they want to go back to the start page.
- A pop-up message will also appear to confirm if the user wants to close the application.

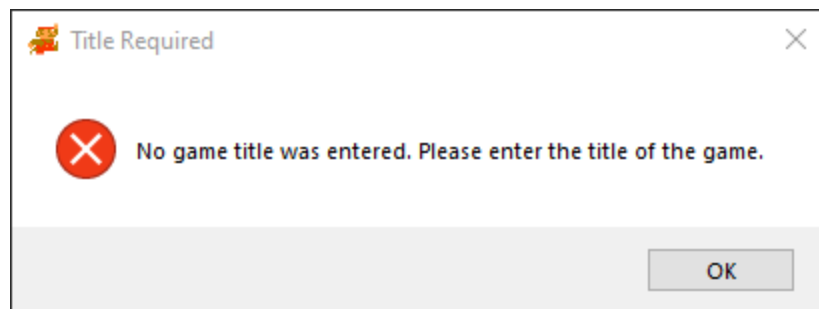


Error Messages

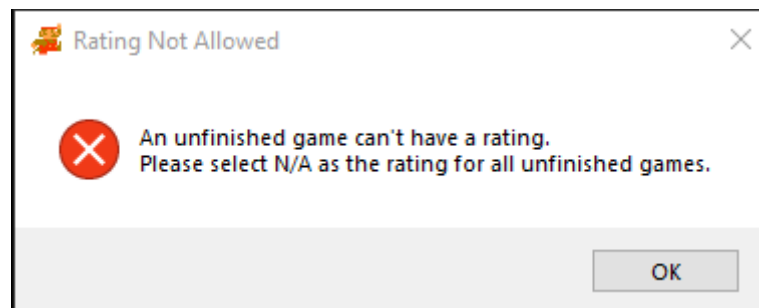
- An error message will pop-up when the user enters a duplicate name for the database or if the database name is invalid.



- An error message will pop-up if a required field is missing when trying to add or update a record.
- An error message will pop-up if a duplicate *Title* is entered.



- An error message will pop-up if the *Rating* is set to anything other than 'N/A' if the game does not have the *Status* 'Finished'.
- Another error message will pop-up if *Rating* is left as 'N/A' if the *Status* is 'Finished'.
- An unfinished game can't have a rating and a finished game must have a rating.



- An error message will pop-up if the user has not typed something in the search bar before pressing the *Search* button.
- Another error message will pop-up if no column was selected before the *Sort* button is pressed.

