# Game Save Manager

Project Resources & Development Environment

CMPS 4910, Fall 2017-Spring 2018 Nick Polach

## Python 3

• Style Guide: • PEP8



#### • Main Libraries

- tarfile
- sqlite3
- o xml
- PyQt5

#### Visual Studio Code

- Open source code editor
- IntelliSense
  - Highlighting
  - Autocomplete
- Built-in Git

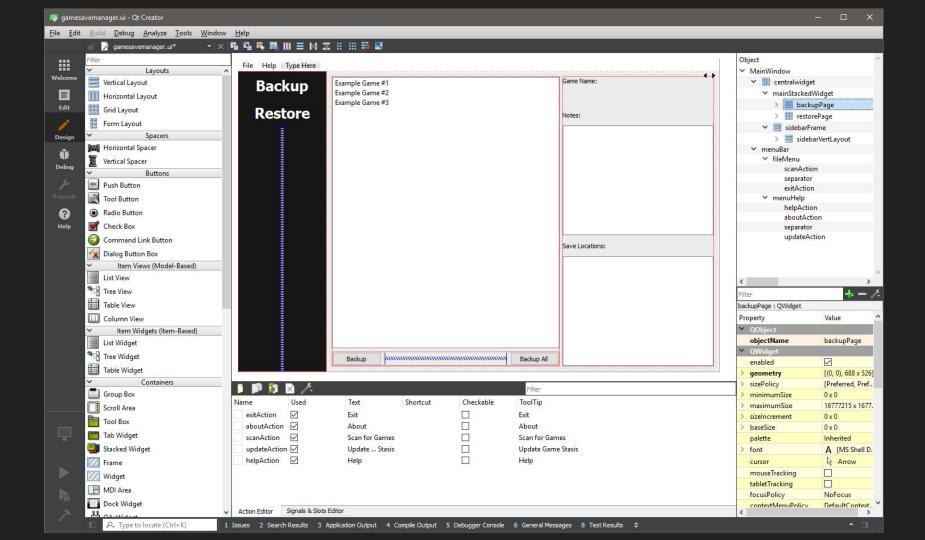
- Built-in Python linter
- Large selection of extensions
  - Autopep8

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	<b>*</b>		37 icon.addPixmap(QtGui.QPixmap(":/icons/16x16.ico"), QtGui.QIcon.Normal, QtGui.QIcon.Off)		
38 MainWindow.setWindowIcon(icon)			38 MainWindow.setWindowIcon(icon)		

#### Qt Creator

- GUI Designer
- Uses CSS for styling widgets
- Creates XML file (ui file)

• **pyuic** - converts XML file generated in Qt Creator into Python code



### SQLite Browser

• SQLite Editor

- Creates tables
- Adds records
- Etc...

- Used temporarily
  - Will use my own game database editor soon

Da	tabase Structure	Browse Data Ed	dit Pragmas Execute SQL	Edit Database Cell	ć
Tab	ble: games	•	New Record Delete Record	Mode: Text  Text  Export	Set as <u>N</u> UL
	name	notes		Minecraft	
	Filter	Filter	Filter		
1		NULL			
2	Minecraft	NULL	/home/{user}/.minecraft/saves,/	Type of data currently in cell: Text / Numeric	8 li
3	Bastion	Steam ID: 10	/home/{user}/.SupergiantGames	9 char(s)	Apply
4	Super Meat Boy	NULL	/home/{user}/.local/share/Supe	DB Schema	1
				Name           ✓         Tables (1)           >         Igames           >         Indices (0)           Image: Wrews (0)         Image: Wrews (0)	Туре

#### DigitalOcean

- VPS Virtual Private Server
- Hosts latest database file for clients to download

- LAMP Stack
  - Linux (Ubuntu 16.04)
  - Apache HTTP Server
  - MySQL Database management system
  - PHP Server side scripting

#### **Other Resources**

Version Control

• Github

• PC Gaming Wiki

- Contains useful info for running PC games
- Most importantly, contains game save locations
  - Can add these to my database