

Game Save Manager

Project Resources &
Development Environment

CMPS 4910, Fall 2017-Spring 2018

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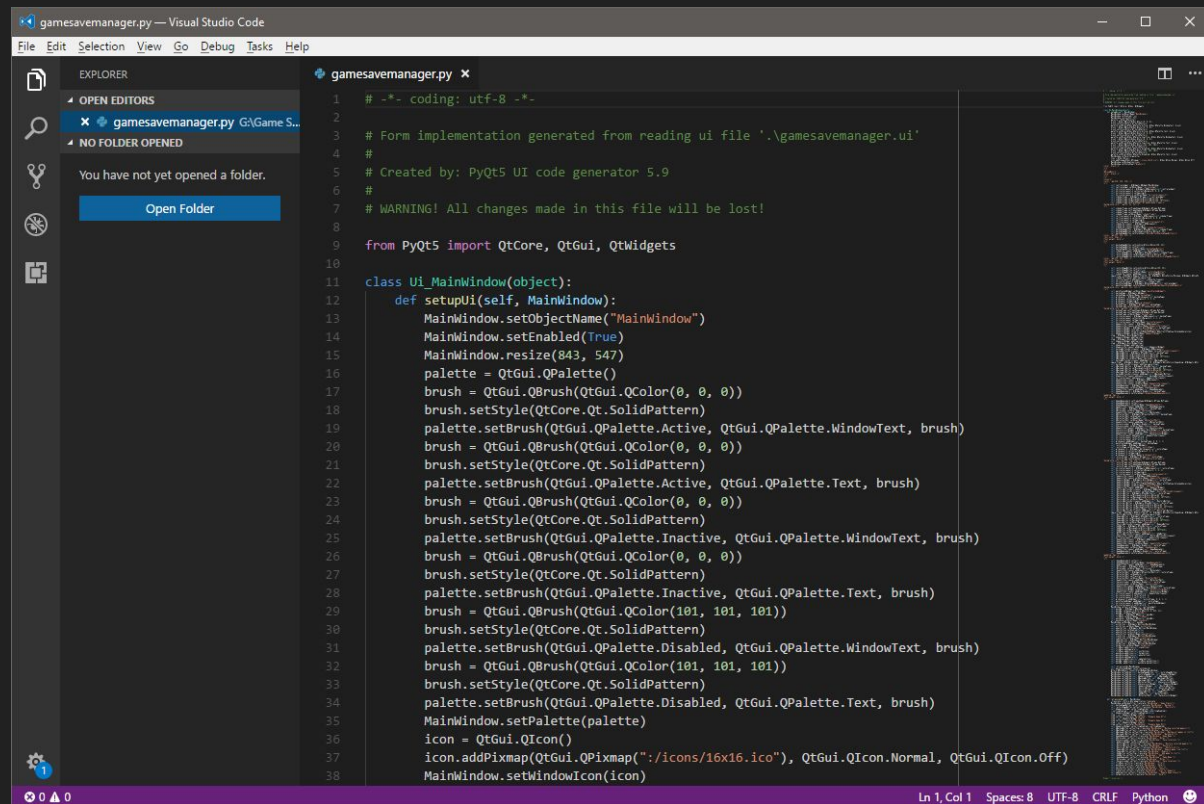
Python 3

- Style Guide:
 - PEP8
- Main Libraries
 - tarfile
 - sqlite3
 - xml
 - PyQt5



Visual Studio Code

- Open source code editor
- IntelliSense
 - Highlighting
 - Autocomplete
- Built-in Git
- Built-in Python linter
- Large selection of extensions
 - Autopep8



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

gamesavemanager.ui - Qt Creator

File Edit Build Debug Analyze Tools Window Help

gamesavemanager.ui*

Filter

Layouts

- Vertical Layout
- Horizontal Layout
- Grid Layout
- Form Layout

Design

Spacers

- Horizontal Spacer
- Vertical Spacer

Buttons

- Push Button
- Tool Button
- Radio Button
- Check Box
- Command Link Button
- Dialog Button Box

Item Views (Model-Based)

- List View
- Tree View
- Table View
- Column View

Item Widgets (Item-Based)

- List Widget
- Tree Widget
- Table Widget

Containers

- Group Box
- Scroll Area
- Tool Box
- Tab Widget
- Stacked Widget
- Frame
- Widget
- MDI Area
- Dock Widget

Object

- MainWindow
 - centralwidget
 - mainStackedWidget
 - backupPage
 - restorePage
 - sidebarFrame
 - sidebarVertLayout
 - menuBar
 - fileMenu
 - scanAction
 - separator
 - exitAction
 - menuHelp
 - helpAction
 - aboutAction
 - separator
 - updateAction

backupPage : QWidget

Property Value

- QObject
 - objectName backupPage
- QWidget
 - enabled ☒
 - geometry [(0, 0), 688 x 526]
 - sizePolicy [Preferred, Pref..]
 - minimumSize 0 x 0
 - maximumSize 16777215 x 1677
 - sizeIncrement 0 x 0
 - baseSize 0 x 0
 - palette Inherited
 - font A [MS Shell D.
 - cursor Arrow
 - mouseTracking ☐
 - tabletTracking ☐
 - focusPolicy NoFocus
 - contextMenuPolicy DefaultContext..

File Help Type Here

Backup Restore

Example Game #1
Example Game #2
Example Game #3

Game Name:

Notes:

Save Locations:

Backup Backup All

Name Used Text Shortcut Checkable ToolTip

<input type="checkbox"/>	exitAction	<input checked="" type="checkbox"/>	Exit	<input type="checkbox"/>	Exit
<input type="checkbox"/>	aboutAction	<input checked="" type="checkbox"/>	About	<input type="checkbox"/>	About
<input type="checkbox"/>	scanAction	<input checked="" type="checkbox"/>	Scan for Games	<input type="checkbox"/>	Scan for Games
<input type="checkbox"/>	updateAction	<input checked="" type="checkbox"/>	Update ... Stasis	<input type="checkbox"/>	Update Game Stasis
<input type="checkbox"/>	helpAction	<input checked="" type="checkbox"/>	Help	<input type="checkbox"/>	Help

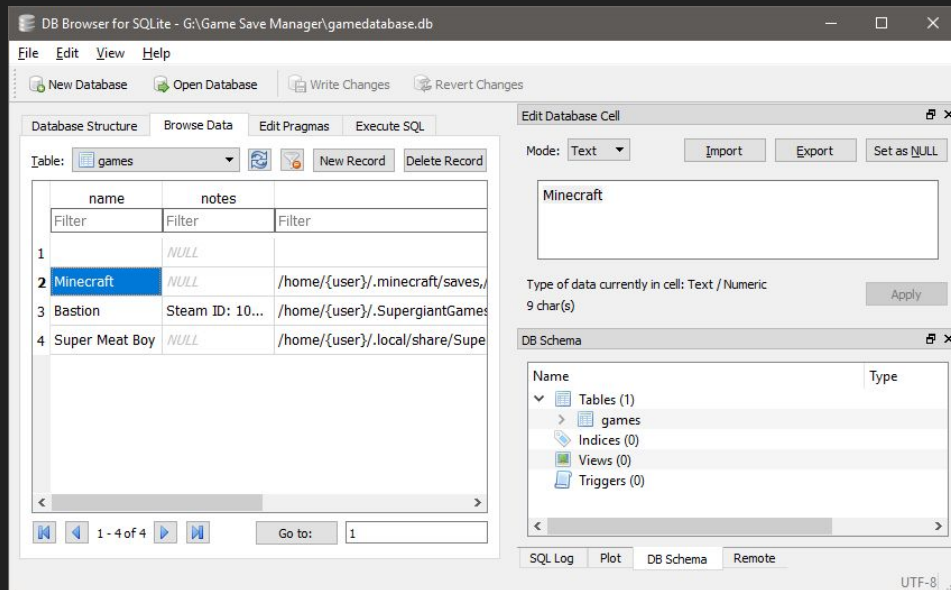
Action Editor Signals & Slots Editor

Type to locate (Ctrl+K)

1 Issues 2 Search Results 3 Application Output 4 Compile Output 5 Debugger Console 6 General Messages 8 Test Results

SQLite Browser

- SQLite Editor
- Creates tables
- Adds records
- Etc...
- Used temporarily
 - Will use my own game database editor soon



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