

# Game Save Manager

End of Term Status

CMPS 4910, Fall 2017-Spring 2018

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# dbtools.py Updates

- Contains class “DatabaseFiles”
  - Used to create and manipulate XML database files
  - Information file created by creating database with single game entry
  - Can add file to custom game database
  - Sorts entries so that they are in order in the database file
  - Prettyfies the database file with indentation so it's easy to read

# formatools.py Updates

- “Reverse” save file path formatting
  - Takes a real file path and replaces some information with placeholders
  - Ex.           /home/npolach   ->           /home/{user}
  - This is used when adding custom game entries so users don't have to add the placeholders themselves
  - Finding the information to replace is done using regular expressions
  - Example RE for user's home directory:
    - `"^/home/(\\S*?)/.*"`

# backuptools.py

- Contains backup function
  - Takes a single game or list of games to backup
  - Retrieves and formats list of save file paths for given game
  - Retrieves and adds save files to tar backup file
  - Generates and adds information file to tar backup file
  - Uses game name and timestamp to name file and places backup into “Game Saves” directory

# Completed This Semester

- Database
  - Load XML database into Python dictionary (virtual database) for use in program
  - Create database cache for faster loading at startup
  - Add game to virtual database when custom game entry added
  - Simple functions for retrieving information from virtual database
- XML
  - Create information file with single game entry
  - Create custom game database with many entries
    - Add game to XML database
    - Sort XML file by game name
    - Prettify output file (indentation)

# Completed This Semester Cont.

- Game Managing
  - Scan to see if save file location exists on computer
    - If so, add the game to the managing list
- Save Formatting
  - Replace placeholders ({user}) with useful information
  - Replace certain information with placeholders
    - Used when adding custom game entry
- Backup
  - Use game's save location list to gather files to backup
  - Compress those files along with information file into single tar.gz backup file

# Completed This Semester Cont.

- Graphical Interface
  - Displays managing list and information for selected game
    - Buttons for backing up games
      - Additional window to show backup progress
  - Displays list of games in custom game database
    - Button and additional window for adding custom game entry
    - Can check box to display all games including those in official database
      - Will be used for selecting game entries to edit
  - Button for scanning for games
    - Additional window to show scanning progress

# To Be Completed Next Semester

- XML
  - Editing game entries
  - Removing game entries
- Restoring backup files
- Settings
  - Custom backup directory
  - Custom backup name format
  - Etc.
- Adding restore and settings to graphical interface



# Possibly Completed Next Semester

- Cross platform
  - Backup game on one OS and restore on another OS
- Task creation/management
  - Schedule for games to be backed up automatically at specified times
    - Schedule repeated tasks (i.e. daily game backups)
- Website
  - Displays game entries on webpage
  - Members can add game entries that will be added to the official database
- Backup to Dropbox