28.07.2011

Managing save data for PC video games

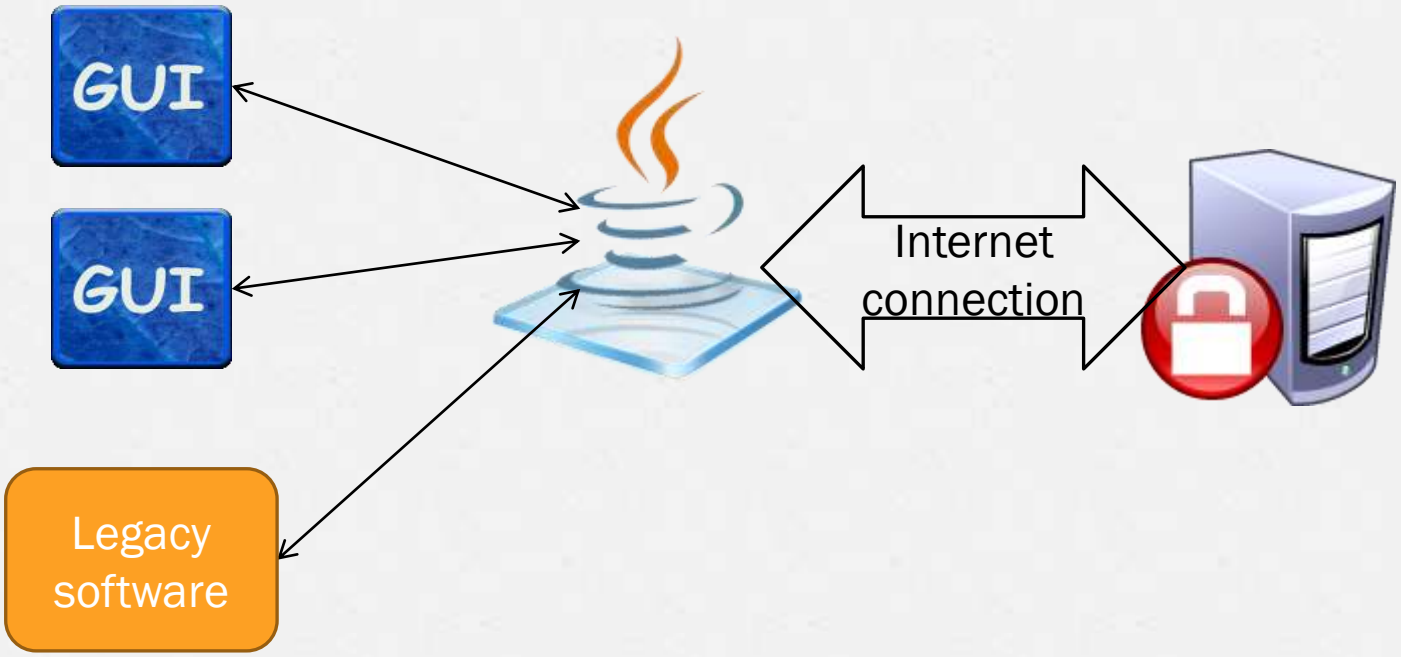
By Mohammad Al mojamed

Supervisor Dr: Simon Jones

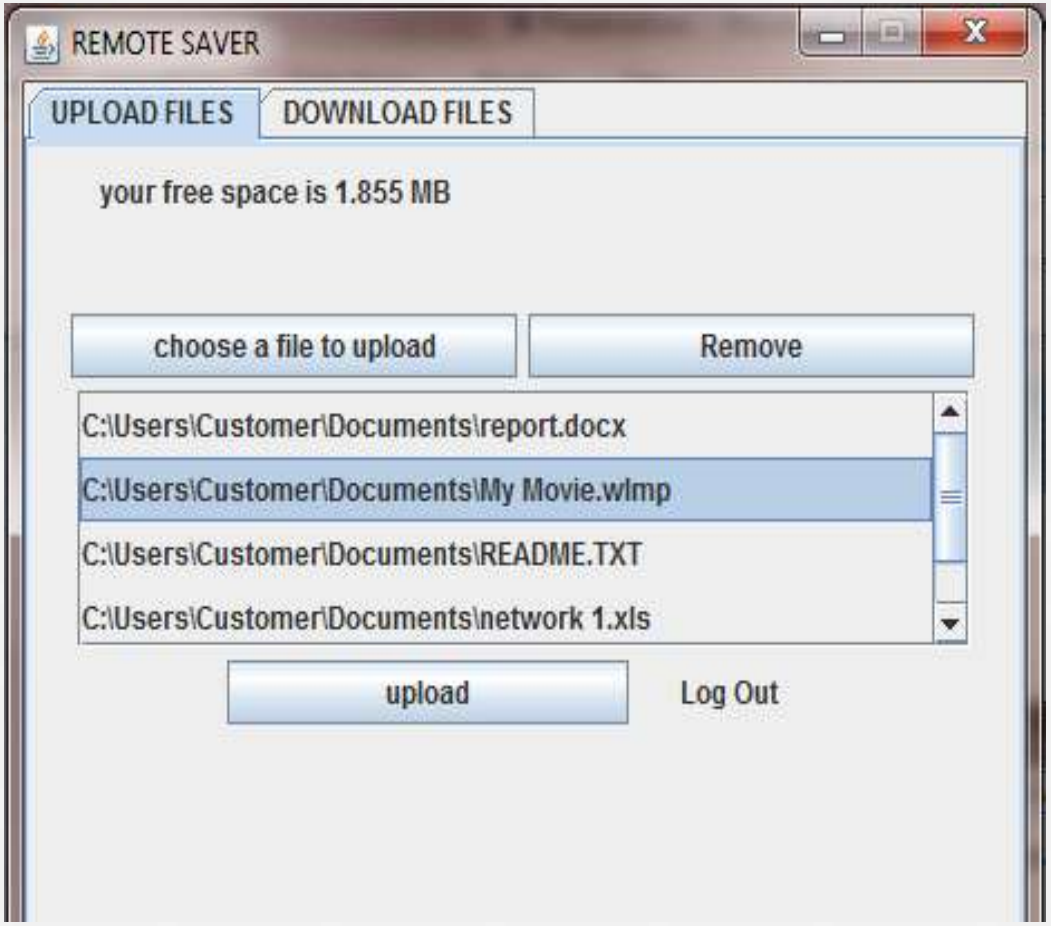
Aims of the project:

- Online storage.
- Desktop based application:
  - Uploading files.
  - Browsing.
  - Downloading files.
  - Deleting files.
  - File compression.
  - File encryption.
  - Capacity restriction.
  - Separation from GUIs.
- Password protected system.

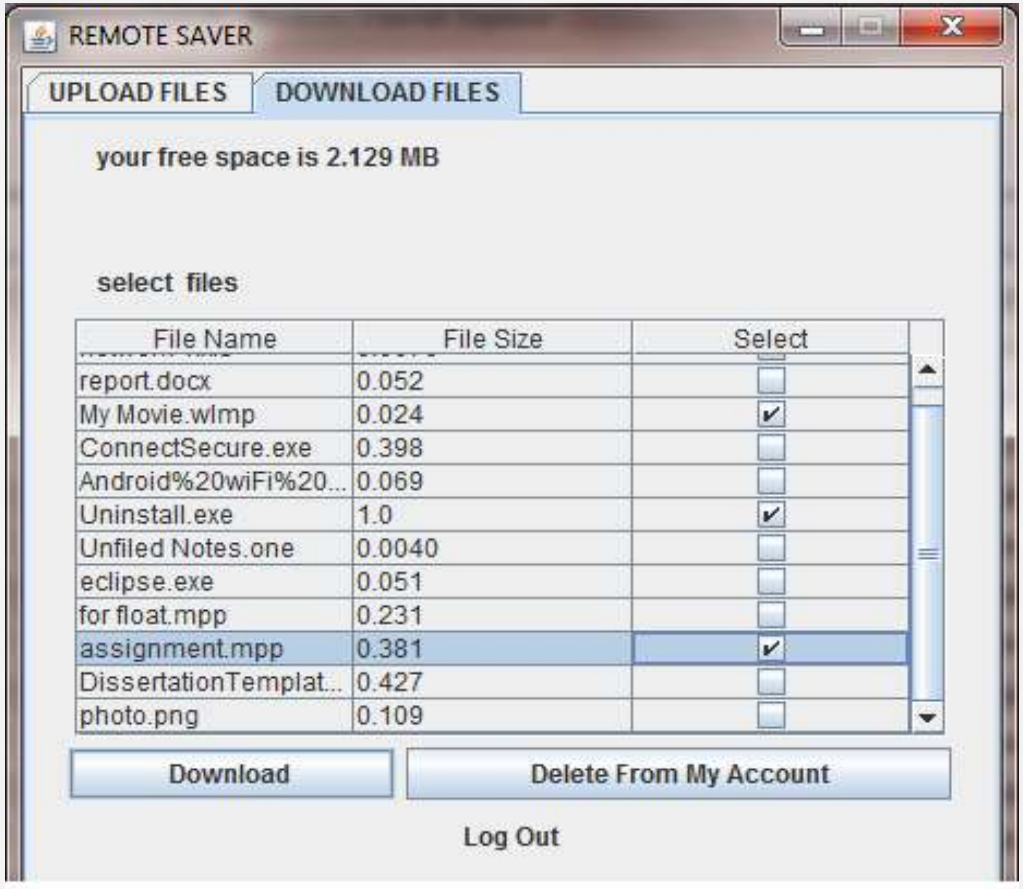
System Structure



The GUIs:


REMOTE SAVER
UPLOAD FILES
DOWNLOAD FILES
your free space is 1.855 MB
choose a file to upload
Remove
C:\Users\Customer\Documents\report.docx
C:\Users\Customer\Documents\My Movie.wlmp
C:\Users\Customer\Documents\README.TXT
C:\Users\Customer\Documents\network 1.xls
upload
Log Out

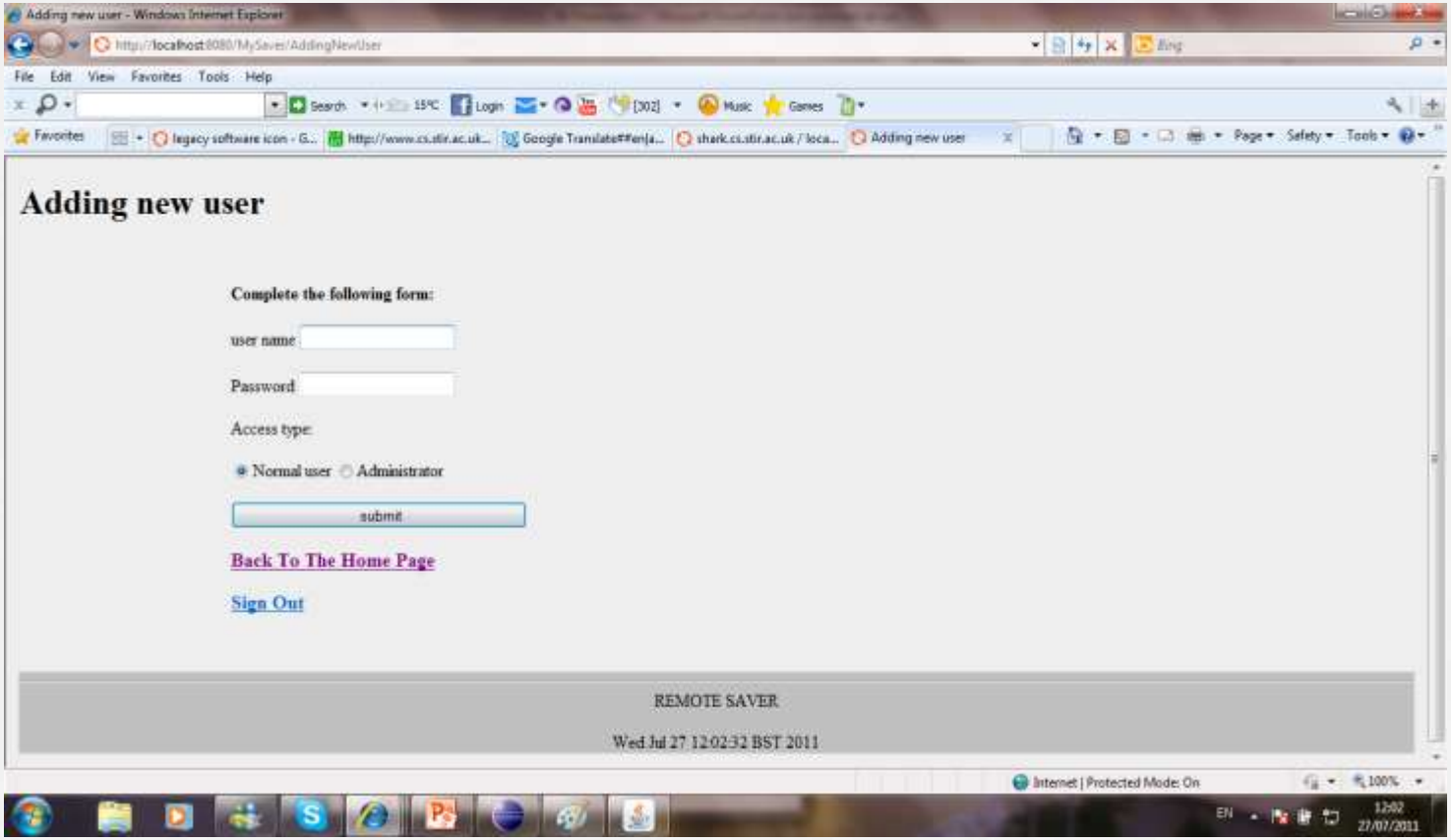
The GUIs:


REMOTE SAVER
UPLOAD FILES
DOWNLOAD FILES
your free space is 2.129 MB
select files
File Name
File Size
Select
report.docx
0.052
My Movie.wlmp
0.024
ConnectSecure.exe
0.398
Android%20wiFi%20...
0.069
Uninstall.exe
1.0
Unfiled Notes.one
0.0040
eclipse.exe
0.051
for float.mpp
0.231
assignment.mpp
0.381
DissertationTemplat...
0.427
photo.png
0.109
Download
Delete From My Account
Log Out

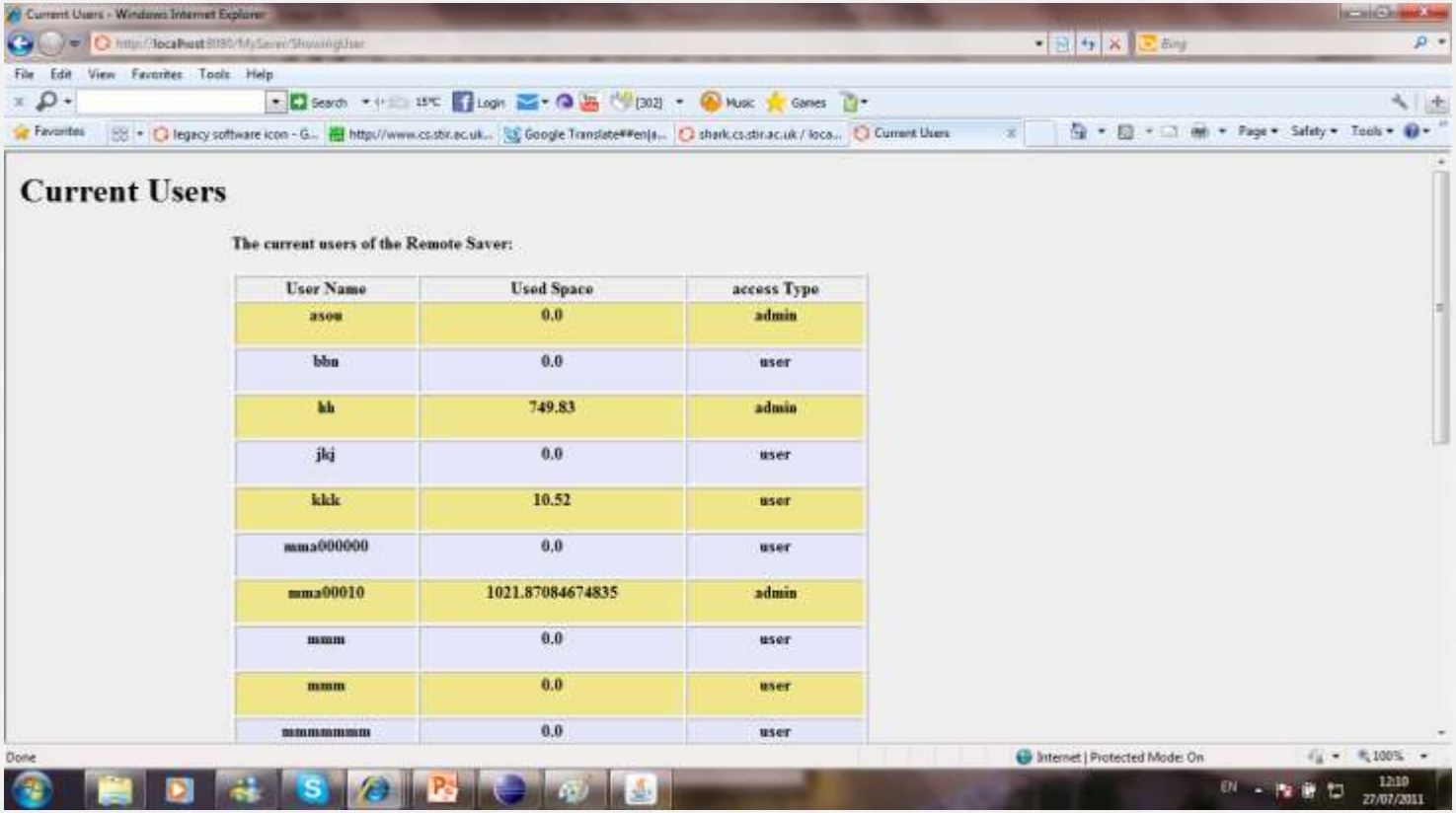
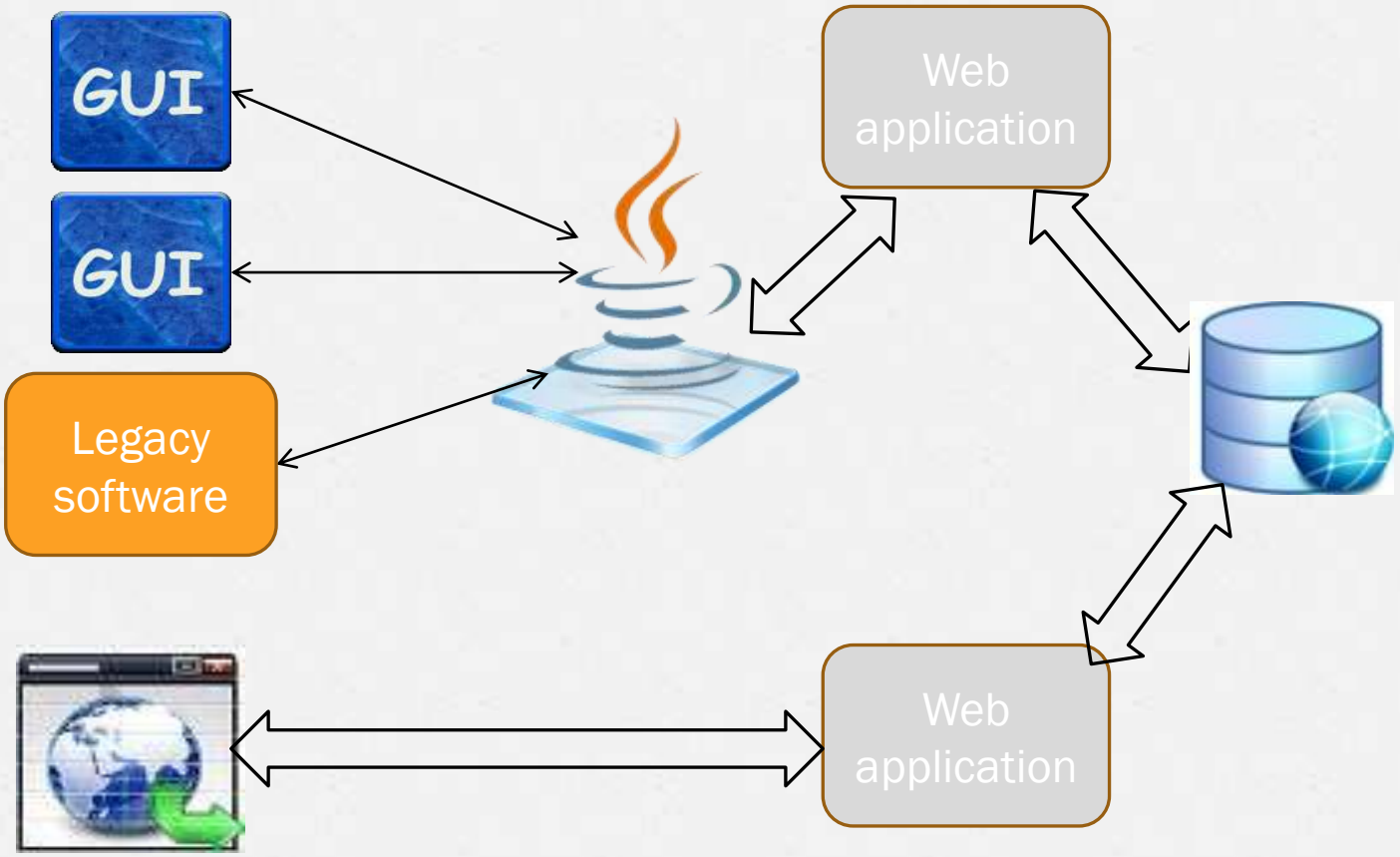
Administration:

- Requirement and administration
- The web site for administration
  - Adding new user
  - Deleting existing user
  - Current users.

Adding new user web page:



Current users of the system web page:



The overall structure of the system