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W11 Final Project Plan

Brother Poulson

For my final project, I will be creating a virtual movies and video games store entitled Marvin’s Movies and Games Inc. The purpose of my project is to allow users to buy a variety of video games and movies of their choice. The program will prompt the user with an input of what movies or games they want to buy, and how much each of them cost. It will then store the user inputs of those choices along with the prices into a list. The user can add or remove those items in the program as well before proceeding to the checkout.

The program will include a main class to be used as the main menu of the program. This will include a switch method which will include integer choices based on what the user wants to do in the program (which includes saving, loading, shopping, and other choices). The program will include a while loop with an exit bool for exiting the program. While the program is running, the exit will equal “false.” When the user enter the last integer of the program the exit will equal “true.”

The program will include a parent class entitled VideosGames. The child classes for purchasing video games will include Games which will include the games that can be purchased, GameSystems which will be the types of Gaming Systems that can be purchased, and GameEquipment, which will include miscellaneous gaming equipment (controller, hard drive, headset) that can also be purchased. The child classes for purchasing videos will include DVDS, which will include the movies or shows that are being purchased, DigitalVideos which will be movies or shows that can be purchased for mobile devices, and VideoPlayers, which will be the types of video players (DVD and Blu-Ray) that can be also purchased.