Kotlin Objects

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CST-416 Mobile Game Design

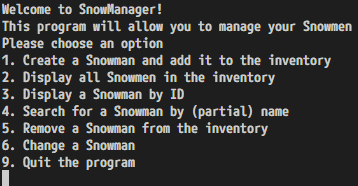
Prof. Shad Sluiter

## Solo Learn Certificate Completion Screenshot:

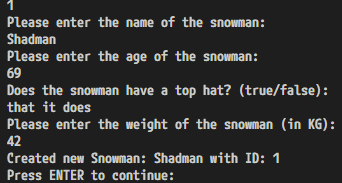


**Snowman Management Simulator Screenshots:**

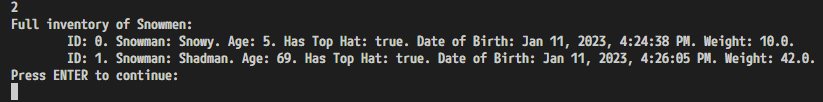
0. Main Menu



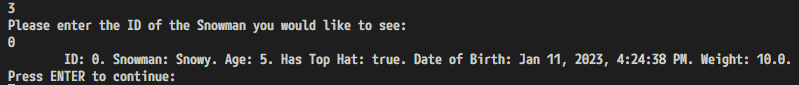
1. Add a new snowman to the inventory



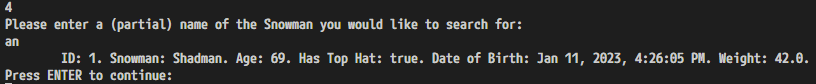
1. Display all snowmen in the inventory



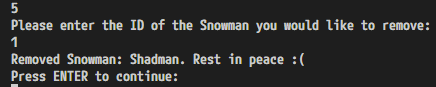
1. Show a single snowman given its id number



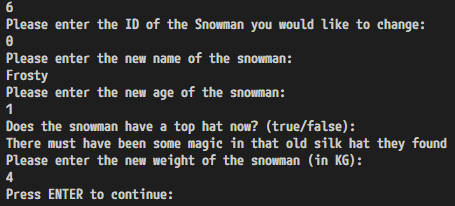
1. Search for a snowman by (partial) name

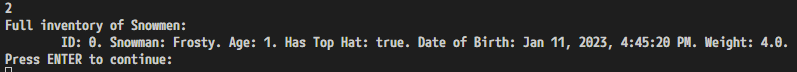


1. Delete a snowman



1. Change a snowman





9. Quit the program

