**OOP PROJECT  
Game Store**

The Gaming Store JavaFX project is a comprehensive desktop application designed to simulate an online gaming store environment. It provides a robust user authentication system, which includes functionalities for logging in, signing up for a new account, and resetting passwords. This ensures that users can securely access and manage their profiles.

Upon successful authentication, users are presented with the main interface of the application, where they can browse through a list of available gaming items. These items include popular video games and gaming consoles, with each item displaying pertinent details such as its name, category, and current stock levels. This feature is facilitated by an observable list of items, which is dynamically displayed in the user interface.

Developed using JavaFX, the application leverages the platform's capabilities to create a smooth and interactive user experience. Different views and scenes are utilized to manage various aspects of the application, such as the login view, signup view, forgot password view, and the main store view. This separation of concerns ensures that the application is well-organized and easy to navigate.

The application incorporates essential form validation to ensure that user inputs are correctly handled, preventing errors and enhancing the overall user experience. For instance, during the signup process, the application checks that all fields are filled before allowing the user to proceed. Similarly, during login, it verifies the correctness of the entered credentials.

Alert notifications are used extensively to communicate with the user, providing feedback on their actions. For example, if a login attempt fails due to incorrect credentials, an alert is shown to inform the user. Likewise, successful signups and password reset requests are acknowledged through informative alerts.

The project demonstrates fundamental JavaFX capabilities, including the use of observable lists, custom list cells, and various UI controls like text fields, password fields, and buttons. It showcases effective user interface management through the use of layout containers and padding to create a visually appealing and functional design.

In summary, the Gaming Store JavaFX project serves as a solid example of how to build a user-friendly and functional desktop application using JavaFX. It covers key aspects such as user authentication, data display, form validation, and user feedback, making it a valuable reference for developers interested in JavaFX application development.