Functional Requirements

The program must be able to:

1. Create an **n** amount of shelves given their full information.
   1.1 Create **m** games, with all the information, for each shelve and save them in a list of games, which belongs to the respective shelve.
2. Create and register an **x** amount of clients with all the information required and save them in a list of clients of the game store.
   2.1 Save the games which the client is interested in a list of games, which will belong to the client.
3. Search the games of the client's list in the shelves and sort the list according to the location of the shelves in such a way that the buyer follows the best route.
4. Take and place the games found in a basket case, one on top of the other, following the order provided before.
5. Adjust the clients according to the time in which it has entered the store, plus what has been taken collecting the games from each shelf.
6. Establish the order in which the line of cashiers is entered.
7. Show the starting order of the clients that have already paid , with the