2. Explain your project. What it does, how it works. Explain the test cases you used

Cart – Allows the user to add a game and remove a game, see the list of games they have selected, gets the total price of the games in the user's cart and clear the user's games from their cart

Game – Gets the name and price of the game

PurchaseService – Handles the checkout process

GameStoreApp – Displays a list of choices

- Add Game
- Remove game
- View Cart
- Checkout
- Exit

- Depending on the choice it'll call the Cart class for add/remove game
            - it'll call Game Class for view cart
- and PurchaseService for checkout

CartTest – Add and remove games to ensure cart updates properly, calculate the total to verify correct total price with multiple games. Tries to remove a non-existent game to test for an error

GameTest – Test game creation with name and price and the toString output format.

PurchaseServiceTest – Adds games to the cart and checks if it's cleared afterward to simulate checkout