

Base Description:

Being that I am into gaming, and my collection of games is more than one could reasonably have memorized, I have decided to make a game list storage and random game chooser application.

What I can see this game needing are at least two different storage systems. One which holds a list of game titles, and a second which contains a number of list storage units sorted by some value determined by the User.

GameStore:

A data structure that contains an amount of game titles. Being that the main method of accessing them is in choosing a random game, order within the structure does not matter. Therefore a LinkedList seems like the most logical choice to me.

ListStore:

A slightly more complicated data structure which contains a number of GameStore data structures organized via a title for each list. Being that each list is to have a title, which would be held in a String, a Map makes the most sense to me, so I will be implementing this project with `TreeMaps<String, GameStore>`