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Professor Michael Paulding

CS 150

29 November 2018

Project 05 – Capstone

**App Description:** We have not settled on a name, but the app itself will be for game stores looking to take their inventory of their various gaming products. For my part it was Xbox consoles.

**Team Vega:**

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**.h Files:** XboxConsole.h:

XboxController.h, XboxExclusive.h, XboxConsoleList.h, XboxControllerList.h, XboxExclusiveList.h

**Class .cpp files:** XboxConsole.cpp, XboxController.cpp, XboxExclusive.cpp, XboxConsoleList.cpp, XboxControllerList.cpp, XboxExclusiveList.cpp

**Main .cpp file:** Project05\_CapstonePhase1.cpp

**Summary:** The project went well overall. It was time-consuming, and it was hard to organize the main function with so many lines of code. All components of the code are successful in my testing and I believe I have completed all the requirements of this assignment. In terms of resources outside of class, I have been mostly relying on my other Computer Science knowledge along with what I learn in class. For phase 2, I want to implement class inheritance and enums to simplify/improve the code.