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Functional Requirements

The program must be able to:

1. **Req1.** Generate a code that the customer must take into account when entering the establishment.
2. **Req2.** Allow the customer to add games of interest to their list.
 - 2.1. **Req2.1.** Order the list of games according to the location of the shelves, in such a way that the player follows the best route
3. **Req3.** Add shelving to the video game store. Each shelf has: name or code and number of games that each one will have.
4. **Req4.** Add games to the shelves. Each game has: code, quantity, shelf where it is located, price.
5. **Req5.** Allow customers to the store so they can start their tour. Each client has: name and identification.
6. **Req6.** Create a desired game list for each client ordered by the codes of each game.
7. **Req7.** Order the list of games according to the location of the shelves so that the buyer follows the best route.
8. **Req8.** Design digital catalogs, where customers can see all the titles available in the store.
9. **Req9.** Print customers' departure order, the order their games were packed, and the value of each purchase

10. Req10. Calculate the collection time for video games and the time it will take customers to make the payment.