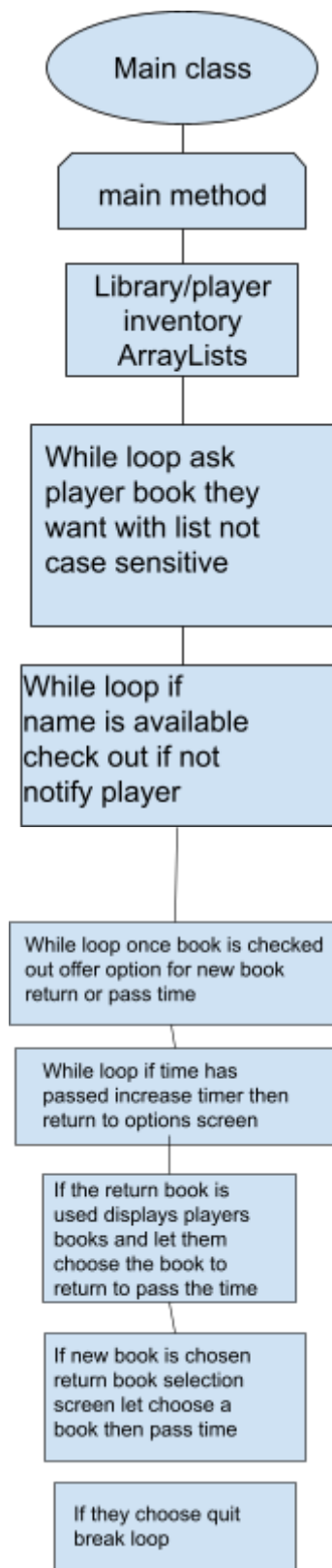
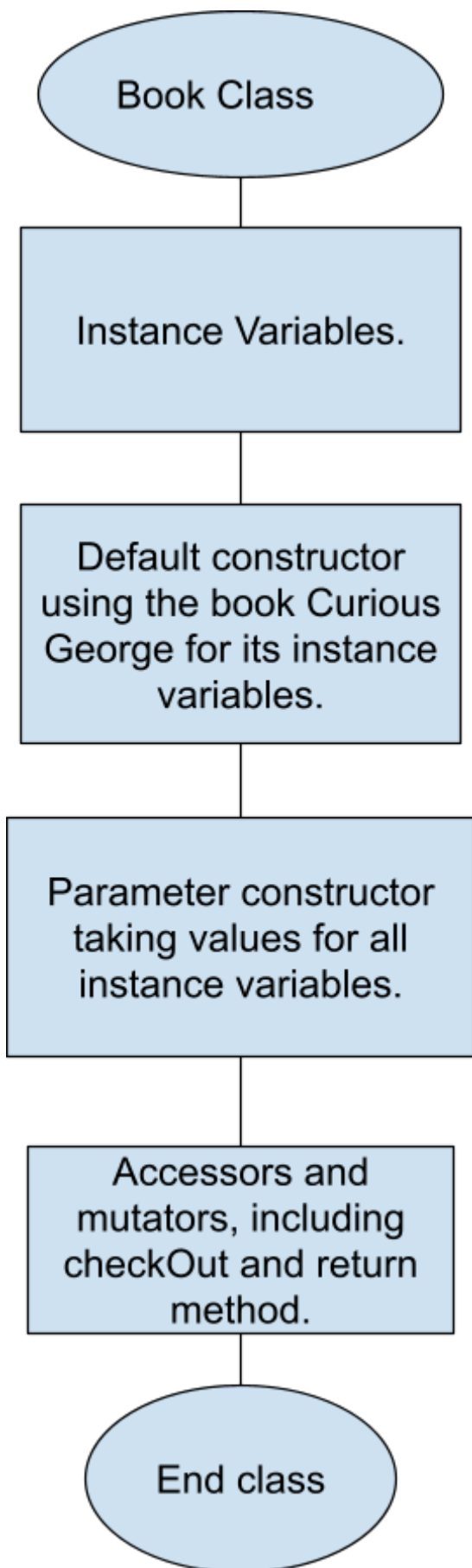


Game Outline (written):

- The Book Class:
 - Instance boolean isAvailable.
 - Check out/turn in methods as mutators for isAvailable
 - displayBooks as accessor method for the class
 - Title and authors are strings
 - Time checked out is an int.
 - Accessors/Mutators for time checked out.
- The main Class/Method:
 - Have integer days to pass the time.
 - Use two ArrayLists for library, and player inventory.
 - Insert the below code in a while loop.
 - First ask the player which book they would like to check out, giving a list of all names. (NOT case sensitive).
 - If the name entered matches any of the available books, check it out to the player, otherwise, notify the player of their response's invalidity.
 - Once the player has a book checked out, offer them the option to either check out a new book, return a book, quit, or pass the time.
 - If the time is passed, increase the timer then return to the options screen.
 - If the return book is used, display the player's books, and let them choose the one to return, then pass the time.
 - If the new book is chosen, return to the book selection screen, let them choose a new book, then pass the time.
 - If the quit option is chosen, break the loop.

Things I hope work:

- ☐ The game loop! Make sure it's looping, and doesn't end until the player specifies so.



Game outline (Written):

- Product class
 - Name is a private string
 - Id is a private int
 - Quantity is a private int
 - Price is a private double

Main class:

- Game loop that asks for the player to either quit or view inventory.
- The player can view the whole value or just the low stock items.
- The player can set quantities for the items.
- Inventory ArrayList containing three separate products, two from parameter constructor one from default constructor.