Programming Project / C++ - Console Game Management System –

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I. Task description

Student 1 is responsible for game management:

- installing/uninstalling games
- viewing a list of installed games

Student 2 is responsible for profile management:

- create/delete profiles

II. Data structures used

The following classes will be used:

- Game: string title, int size
- Profile: string name, Game[] games, int memory_space

III. File structure:

The following files will be used:

available_games.txt:

A file where the available games and their size will be stored:

<game title> <size GB>

...

profiles.txt

A file with all the profiles and their size and game lists. By default has a single profile named "Default":

Default <size GB>

<game 1>

...

<profile 2>

<game 1>

<size game 1>

<game 2>

<size game 2>

...

IV. Interacting with executables

When either of the executables will be ran, in program lists of menu will be displayed along with an input interface.