Programming Project / C++ – Online Game Store

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I.   Task Description

Student 1 is responsible for managing the store:
- Adding, editing, or deleting games (title, price)
  - Viewing customer ratings and purchase logs

Student 2 is responsible for interacting with the store:
- Viewing the game catalog
- Purchasing games (adds to user's owned list)
  - Rating games (updates the average rating)

II. Data Structures Used by the Team

 Game:
- int id
- char title[50]
- float price
- float rating
- int ratingCount

UserPurchase:
- int user_id
- vector<int> owned_games

III. File Structure

1.games.txt:
Stores all available games in the format:
<number_of_games>
<id> <title> <price> <rating> <rating_count>
<id> <title> <price> <rating> <rating_count>
...

2.purchases.txt:
Tracks game ownership per user:
<user_id> <owned_game_id_1> <owned_game_id_2> ...
<user_id> <owned_game_id_1> <owned_game_id_2> ...

...

IV. Interacting with Executables

Application 1 (Admin App):
./app_1.exe add_game <title> <price>
To add game.

./app_1.exe edit_game <id> <title|price> <new_value>
To update game price.

./app_1.exe delete_game <id>
To delete game.

./app_1.exe view_ratings

To view ratings.

Application 2 (Customer App):
./app_2.exe enter_id <user_id>
To enter id.

./app_2.exe view_catalogue
To view catalogue.

./app_2.exe purchase_game <game_id>
To purchase game.

./app_2.exe rate_game <game_id> <rating>
To rate game.

./app_2.exe view_owned_games
To view owned games.