

# **Video Games Store**

Functional requirements specification and design

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## Functional requirements

### Section 2 – Video games searching

**Req.1.Receive game catalog.** The program should receive a game catalog as input which has a game's code, number of games, rack where the game is located and game's price.

**Req.2.Set the store conditions.** In this step the program receives: Number of cashiers for the day, char of codes or identification card number that represents the clients (in the order they entered the store) and finally the wish's list code.

**Req.3. Order the videogames list by their rack.** The system sorts the wish list to make that user follows the best way. The user can choose between two types of ordering for this task. (If any game is not available so its code will not be in this list with the best route).

### Section 3 – Pick up physical copies of video games

**Req.4. Add the videogames to the shopping cart.** Using the list with the best route the user picks up the games and they are adding in the shopping cart where each game is put one on the top of the other, following the given ordering by the list.

### Section 4 – Payment process

**Req.5. Set the order for the payment row.** The clients are sorted in one row keeping in mind the time when they entered in the store and how much time they took to collect all the available games from their wish list.

**Req.5.1. Access to the payment box.** As many clients pass as there are available points, to be attended one by one in each of them. Since customers come from the only line, it can be said that all are served in the same order of arrival.

**Req.5.2. Payment.** The last game added to the shopping cart is the first registered at the payment time, so when the video games are packed is like the reverse of the list when the client came to the payment box.

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**Req.6. Display final information.** This is the last step (this does not belong to any of the previous sections). The program should display the customers' exit order (it depends on the number of games bought by client), the purchase value, and the order in which your games were packed.

## Class Diagram

# Video Games Store – Functional requirement specification

