

Video Games Store

Functional requirements specification and design

Jhan Carlos Carvajal Bastidas

Gilmar Andrés Amézquita

Faculty of Engineering, ICESI university

Algorithms and Data Structures

Juan M. Reyes

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Functional requirements

Section 2

**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 to this task. (If any game is not available so its code will not be in this list with the best route).

Section 3

**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

**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. Each client take 1 unit of time to pick up one game.

**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.

**Req.5.2. Payment.** The last game added to the shopping cart is the first registered at the payment time.

**Req.3. Display final information.** This is the last step, the program should display the customers' exit order, the purchase value, and the order in which your games were packed.