1) a title for the project that you are proposing:

Game library

2) a description of your project idea:

The XML file will contain data for the games’ name, genre, date, size, and publisher

We will be able to filter the by game name, genre, or developer

3) an explanation of how this project will make effective use of the red-black tree data structure:

Fast runtime

We will be able to insert or remove games from the library

<games>

<game>

<name>GTAV</name>

<genre>Action</genre>

<date>09-17-2013</date>

<size>72GB</size>

<developer>Rockstar Games</developer>

</game>

<game>

<name>Plants vs. Zombies</name>

<genre>Tower Defense</genre>

<date>05-05-2009</date>

<size>65MB</size>

<developer>PopCap Games</developer>

</game>

<game>

<name>Among Us</name>

<genre>Online</genre>

<date>06-15-2018</date>

<size>250MB</size>

<developer>InnerSLoth</developer>

</game>

</games>