**OOP Mini-Project Requirements**

**Project Title:** Pharmacy System

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**Project Aims**

* To create a pharmacy system that can list customer’s prescriptions and check renewal.
* The player must be able to select how many CPU opponents they wish to face.
* The system must contain logic to determine if a round was won by a player or drawn.
* If a round is won, the system will be able to assign the “in-play” cards to the winner’s hand.
* The system will contain validation to prevent the user from inputting bad values when creating a game or creating/editing a card.
* The system will implement the MouseListener and ActionListener interfaces to handle events such as selecting a stat.
* Have extra functions for creating, editing, removing and viewing user-created Cards.
* Staff and Customer logins must be serialized