OOP Mini-Project

Game Rental System

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Computing with Software Development

**Project Aims**

* To create a fully functional ‘Game Rental System’.
* Functionality to add, remove and view customers, staff and games.
* The system will be implemented with validation which will prevent the user from inputting bad values when adding (Staff, Games, Customers)
* The interface will implement ActionListener to handle events such as clicking a certain button.
* Extra functionality like finding a certain Staff member by supplying a name, a clock and date displayed in the main menu.
* Serialization of Customers, games and staff.
* The system will have the ability for a customer to rent and return a game