**UNIVERSIDAD DE LAS FUERZAS ARMADAS**

**“ESPE”**

**OBJECT ORIENTED PROGRAMMING “POO”**

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6385

**TEAM NAME:** JAVA MASTER

**PROJECT NAME:** VIRTUAL GAME STORE

PROFESSOR:

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1. Background.

With the beginning of the technological era and the arrival of computers in people's lives, it is related to the way in which activities are carried out and these non-physical ways of carrying them out, although it is true that the automation of Processes through the use of computers, for example, in commercial regions, allowed vendors to maintain updated and agile control over the movement of their products.

Off-site sales are not relatively new in 1980, the first indirect sales model was implemented, such as television sales, which became very popular since it represents greater convenience in the purchase process.

Virtual stores had an impact in the 90's due to the appearance of companies such as Ebay, Amazon, and others.

Online sales represent more than 34% of technology trade, giving us openness and feasibility for the project.

1. Problem:

As a result of the pandemic and complete isolation, young people or those interested in the subject of video games, consoles and things in a similar field, have not been able to acquire the items previously defined, making it impossible for buyers to enjoy all the services offered by all this set of geek items

1. Solution

As a solution to the problem of not being able to acquire the items related to video games due to the pandemic that is being experienced, a virtual store is created called VirtualGameStore, where young people or those affected can purchase their necessary items such as consoles, games, etc., through the virtual purchase in said store. The virtual store can be accessed in an easy way with a virtual login and credit card payment.

In this way all those affected will be able to continue with the fun of playing video games and without running any risk of contagion from the pandemic.

1. Objetive:

Implement software that improves the purchase of games, consoles and toys in a virtual way, where the client takes his order and can reserve it.

Allow the user to make their order in a dynamic, fast and secure way, where also with the number of purchases it becomes VIP and will have discounts.

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1. Functions.

● The program allows you to create an account for the store.

● The program allows us to see the list of products.

● We can see the price of the products.

● Be able to add products to the shopping cart.

● It allows us to pay for products.