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Functional requirements: Integrating Task 1

The program must be able to:

RF1: ***Generate*** a code that the client must consider when entering the establishment, since, in the first section of the establishment, they must enter said code on a Tablet that will be provided upon entry.

RF2: ***Enter*** the names in station number 2, to find the best route to the required games. To order the games and the shelves, the customer will be able to choose two ordering algorithms.

RF3: ***Allow*** to assign an automated basket to each customer.

RF4: ***Add*** shelves to the videogame store with the respective shelves with a name or code and the number of games that each one will have.

RF5: ***Add*** games to the shelves of the video game store. Each game has, game code, number of copies, shelf where it is located, price of the game

RF6: ***Allow*** adding customers to the store so that they can start their journey without complications, a customer has a name and an identification.

RF7: ***Create*** a list of desired games for each user ordered by the codes of each game.

RF8: ***Sort*** the list of desired games between each of the users, by one of the two ordering algorithms that the server implements in functional requirement number 2.

RF9: ***Calculate*** the collection time of video games and, in addition, the time in which users will delay when making the payment.

RF10: ***Print*** the customers' exit order, the value of each purchase and the order in which their games were packed.