

README

This is a storefront for an arena fighting game built using the Java programming language.

Features

- Store's inventory and shopping cart
- Ability to add items to the shopping cart, update the quantity, and remove items from the cart
- Checkout process, which calculates the total cost of the items and updates the inventory
- Canceling purchases and allowing user to continue shopping
- Error handling for invalid user input

Files

- StoreFront.java
- InventoryManager.java
- Product.java
- ShoppingCart.java

Technologies Used

- Java 11

Getting Started

To run the project, follow these steps:

1. Clone the repository to your local machine
2. Open the project in your preferred Java IDE
3. Build the project
4. Run the main class, StoreFront.java

Usage

Upon running the project, the user will be presented with a storefront view displaying the available items in the inventory. The user can select an item to view its details and add it to the shopping cart.

When the user is ready to check out, they can click the "Checkout" button to see a summary of their items and the total cost. The user can then confirm the purchase or cancel the transaction.

LINK TO VIDEO:

https://drive.google.com/file/d/1eL82pxcxBndfqE3fz_Rbd1ND9697lp34/view?usp=share_link