Parent class:

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| **GenericGame** |
| * EventName – string; Name of the Event * GameName – string; Name of the game being played * Host – string; user that created the event/game * Date - date * Time – time * City – string * Zip – string * Street – string * Capacity – int; how many people can attend * Type – string; type of game (ex. RPG) * Edition – string; The edition or variation of the game being played. Its default is blank; * Genre – string; Genre of the game * Tags – array; array of tags associated with the event * Notes – string; Any additional notes and description |
| setNotes() – sets notes(description).  getNotes() – gets notes(description). |

Child class:

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| **Game-Type (ex. MTG)** |
| * gameName – string; Automatically set when the child class is instantiated * Genre – string; Defaults to a value unless user input is given. * Edition – string; Some games like MTG (Magic the Gathering) do not allow editing this field, others do when applicable. |
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