

# Final Project Proposal

**Group Members:** Leo Liu (ls5003), Yikai Ding (yd2255)

**Project Name:** Video Game Management System

**Project Description:** We will create a video game system (e.g. *Steam*) that allows users to manage the games. This system will include a pre-defined list of games. Through this system, users will be able to view all games they have bought, search for games, and buy, install, and uninstall games. Each game will include information such as name, size, category, developer team, price, and so on.

**Architecture:**

We are going to use Java to build our project. The project will contain 3 main classes: Game Class, System Class, and Main Class.

- Game Class: it contains the information about a game, such as (not limited to):
  - Name
  - Size
  - Category
  - Developer Team
  - Price
- System Class: it contains the actions you can do on your client, such as (not limited to):
  - Show all games
  - Search games (by name/category/installed/developers team)
  - Buy games
  - Install/Uninstall games
  - Rate games
  - Show remaining memory