

B: Design Plan

Employee

- Private instance variables (name, wage, work performance)
- Constructors
- Accessors

Booking

- Private instance variables (customer name, email, phone number, booking month, day, year, time slot, room choice, number of players, discount, and waiver status)
- Constructors
- Accessors

Escape Room

- Main menu
 - o Ask which menu the user would like to be redirected to (Bookings, Employees, or Exit) and call that method.
- Employees
 - o Ask which menu the user would like to be redirected to (Wages, Comments, Add a new employee, or Exit) and call that method.
- Wages
 - o Print out all names of employees and their wages
 - o Ask if the user wants to edit any employee's wages
 - o If yes, ask which employee
 - o Ask new wage
 - o Set this wage as new wage
- Comments
 - o Ask which employee the user wants to see the comments of
 - o Print out the comments for that employee
 - o Ask if the user wants to edit the comments
 - o If yes, ask the new comment and replace
- New Employee
 - o Ask new employees name
 - o Ask new employees wage
 - o Create the new employee and add to my employees array list
- Bookings
 - o Ask which menu the user would like to be redirected to (New booking, View bookings, Edit bookings, or Exit) and call that method.
- New Booking
 - o Ask customer's name
 - o Ask customer's email
 - o Ask customer's phone number
 - o Ask for month of booking
 - o Ask for day of booking

- Ask for year of booking
 - Ask for time of booking
 - Ask for room choice
 - Ask for number of players
 - Ask for discount
 - Ask if waivers have been filled out
 - Create new booking with all required information collected above and add to my bookings array list
- View bookings
 - Sort array list of bookings in order of time and date of booking (first occurring o last occurring)
 - Print out all booking information for each booking in this order
- Edit booking
 - Print out list of bookings
 - Ask which booking the user wants to make an edit to
 - Ask which attribute the user wants to edit
 - Ask user input for what the attribute should be replaced with
 - Replace this attribute of the booking object selected
 - Ask if user wants to make another change to this booking
 - Ask if user wants to make a change to any other bookings