ITEM, represented by a dict with the fields: id, cost, boost, and default quantity

Class Store, has many Items, has an ItemInterface

Fields: Dictionary of item ids mapped to quantity in stock.

Methods:

GenerateStore (generates a random store),

GetStoreItemString (returns a string representing a nice human readable representation of the store.)

Class ItemInterface has a list of all items.

Fields: items

Methods: getItemID(item_string)

Class CoinGames, has many Users, has a Store.

Methods:

Buy(user_id, item_string, quantity)

Class User, has a store.

Fields: id, balance, boost, store.

Methods: buy (to buy an item from the store)