

1. Define Objectives:

- Each student should define and contribute their individual objectives for the project, along with proposing overall objectives for the team.
 1. Individual: create function that allows the user to add to cart to purchase, create function that allows user to press no to card and generate new game
 2. Overall objectives: create a dictionary with a list of genres, games, prices, create generator that gives out random game off user input, case checking everything to prevent errors if users input things that don't exist
- Collaborate as a team to refine and finalize a cohesive set of objectives that align with the project's overarching goals.

2. Select Technologies and Tools:

- Discuss and agree on the programming languages, tools, and frameworks that will be used for the project.
 1. Python as language

3. Create a Project Timeline:

- Develop a detailed timeline outlining key milestones.
 1. Program that will generate a random game off user input genre
 2. Create yes/no options with different paths
 - a. Add to card
 - b. Generate new game
 3. Check for errors
- Include specific tasks, responsibilities, and deadlines for each phase of the project.
 1. Someone needs to find everything to put into the dictionary
 2. Someone needs to create the random generator function
 3. Someone needs to create the add card option