## **Define Objectives:**

The main objectives are outlined below the team aims for basic functionality of the code

- 1. The computer will ask for a genre from the user.
- 2. The computer will randomly select a video game name and its correlated price that fits within that category
- 3. Ask the user if they wish to add the game to a cart.
- 4. Utilize the boolean if the user inputs yes then add to the cart
- 5. Establish a variable called count that will increase by one
- 6. Utilize the boolean if the user inputs the string no then do not to add a cart.
- 7. Create a new game
- 8. Show the correlated price, and name to the user
- 9. Show the total value printed to the user

## 10. Select Technologies and Tools:

 Discuss and agree on the programming languages, tools, and frameworks that will be used for the project.

The tools that we will utilize for the project will be arrays, lists, bools, functions, and dictionaries. The team will utilize txt files as well to store our files, then call them a technique that both of us are familiar with as it was utilized in our Cornerstone for an Engineering class. We will establish a dictionary and complete the following tasks.

## 11. Create a Project Timeline:

April 20th	Group Meeting
April 27th Group Meeting	<ol> <li>The computer will ask for a genre from the user. (Philippe)</li> <li>The computer will randomly select a video game name and its correlated price that fits within that category (Philippe)</li> <li>Ask the user if they wish to add the game to a cart. (Mei)</li> <li>Handle the UI(Mei)</li> </ol>
April 28th	1/4 of the project should be completed
March 7th	<ol> <li>Utilize the boolean if the user inputs yes then add to cart (mei)</li> <li>Establish a variable called count that will increase by one (mei)</li> </ol>

	<ul><li>3. Utilize the boolean if the user inputs the string no then do not add a cart. (Philippe)</li><li>4. Create a new recommendation (mei)</li></ul>
March 14	<ol> <li>Show the correlated price, and name to the user(Philippe)</li> <li>Show the total value printed to the user Mei</li> <li>Handle the UI (Philippe)</li> </ol>