**Cafe Management System**

**Group Members:**

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**Overview:**

The Cafe Management System is a console-based application designed to streamline the process of ordering food and beverages at a cafe. The program is written in C++ and incorporates various features such as a menu display, order placement, user information collection, and order confirmation. Additionally, the system enhances user engagement by offering two entertaining games: a Scramble Game and a Guess the Teacher Game.

Key features of the system include:

1. **Welcome Message:** Greets users with "Welcome to Bam Cafe" at the program's start.
2. **Menu List:** Displays a list of items with prices for users to choose from.
3. **Order Placement:** Allows users to select items from the menu and calculates the total bill.
4. **User Information:** Prompts users to input their name, phone number, and address after placing an order.
5. **Order Confirmation:** Displays the ordered items, total price, and estimated delivery time.
6. **Game Options:** Engages users with two interactive games for entertainment.
7. **File Handling:** Saves order and user information to a file for future reference.
8. **Exception Handling:** Ensures the program runs smoothly by handling invalid inputs and file errors.

This project aims to provide an interactive and user-friendly solution for cafe management while showcasing fundamental programming concepts like file handling, exception handling, and user input validation.