

Phase 1 - Possible Problems (Core Idea)

1. **Video Games - Steam**
2. Magazin de electrocasnice; magazin online smth
3. Taxi App

Steam

-> cumparam jocuri

Avem

- Entity<?> | un singur field ID
- Gen - enum Fantasy, RealLife, WhateverFloatsYourBoatTypeOfGame
- Joc extends Entity<Long>
 - nume
 - gen
 - launch date
 - price
 - unitsAvailable
 - distribuitorId
- Utilizator extends Entity<Long>
 - username
 - email
 - password (hashed, for sure)
 - level
 - ownedGames: list<Joc>
- Level extends Entity<Long>
 - name
 - backgroundColor
 - lowerBound
 - upperBound
- Producator:
 - nume
 - sediu
 - rating (x out 5 stars)

At program startup we do the following:

- open one window for each Game Distributor that has a blue background color and its name as window title
- open one window for each player: based on level the background color will be the one specific for that level

Player Window:

- can view all available games | each owned game is displayed with a different background color
 - can list/filter games from one Producator
 - can list/filter based on Gen
- when selecting a game:
 - if not owned: view the number of people looking at that game (real time update; some sort of observer; YAY)

- else: –nothing–
- when selecting a game:
 - if !owned: display buy button (if units available!!!!)
 - else: display PLAY button
- when a game is bought: update in real time the number of available units;
- a game that has been selected by a user and while being selected, the available units $\leq 3 \Rightarrow$ players with the selected game get a notification
- display games of a certain Gen
- display games launched between two dates

Prodicator window:

- can list all owned games
- can list them in order ASC/DESC with respect to available units
- can save to a .txt file the games that are running out of stock
- can list the top X (where x introduced in a text field) sold games
- can list the best Y top selling Gen of games
- can view its top Players (top 3 or smht)
- can update units available

Timp propus de rezolvare: 6h (sau urmatoarele 3 generatii) | decis in mod democractic la ora 17:48 in L001 Campus alaturi de 223 (si cativa din 227, putini putini) la data de 9 ian. 2024