**COMP 1202**

**Assignment 2 – Group Project**

|  |  |  |
| --- | --- | --- |
| **Names** | **Student ID** | **Distribution** |
| Genesis Tugawin | 101579615 | **Task 1**  **Game Class & Data Management**  **Main Goal:** Create the core OOP structure and handle file operations.  **Game Class**   * ItemNumber, ItemName, Price, UserRating, Quantity. * Constructors (default & parameterized). * Getters & setters with validation. * Override ToString Fields () for clean display.   **File Handling**   * Load VideoGames.txt into a (bin > Debug > net8.0). * Save updated list back to file (keep exact format).   **Helper Functions**   * Auto-generate unique 4-digit item numbers. * Ensure VideoGames.txt format matches sample. |
| Disha Padsala | 101581979 | **TASK2**  **Menu & Feature Implementation**  **Main Goal:** Create user interface and connect menu options to Task 1 methods.  **Tasks:**   * Create **main menu loop**: * Display all items. * Add product. * Search by item #. * Search for max price. * Statistical analysis. * Exit. * Handle **input validation** for menu selections and user inputs. * Ensure smooth flow between menu options.   Call Task 1 methods for processing. |
| Maria Belen Tai | 101563558 | **TASK 3**  **Statistical Analysis, Testing & Documentation**  **Main Goal:** Implement analysis functions and finalize the project.  **Tasks:**   * Statistical Functions * Mean price. * Price range. * Lowest & highest priced item with price.   **Testing**   * Test each menu option and edge case. * Check file formatting & data correctness.   **Documentation**   * Add code comments & proper naming. * Prepare submission: * Final .cs file. * Team member names, IDs, work distribution doc. * AI declaration forms. |