

## Description:

We need to create an application that is able to predict the company income and costs and generate stories about Scandiweb's office life based on the events described in this task.

## Task

- The application must have 1 input field in which users can specify balance it should reach after 20 days.
- The application should decide on a reasonable starting budget and employees count in order to better match the target that the user enters.
- The application should display statistics on a daily basis. At the end of the day, it should clearly show how much money was spent on what, etc.
- The application must store the defined constants as indicated below.
- The application should assume that at least 10% of the total employees utilize drinks, and food on a daily basis. Events happen on a daily basis, and the possible range of participant count is mentioned below.

## Additional points

- User friendly graphical user interface.
- Application should as well create some textual or visual storytelling.



## Defined constants

### Drinks section

| Price list         | EUR | TIME, min |
|--------------------|-----|-----------|
| Coffee             | 1   | 3         |
| Fresh Orange juice | 2   | 2         |
| Tea                | 1   | 5         |

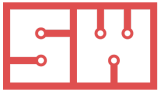
### Food section

| Price list         | EUR | TIME, min |
|--------------------|-----|-----------|
| Lunch at Rimi      | 2   | 30        |
| Lunch at Delisnack | 3   | 40        |
| Lunch at Bento     | 4   | 50        |

### Events section

There is one event happening on a daily basis.

| Price list                 | EUR | TIME, min | Min - Max participants |
|----------------------------|-----|-----------|------------------------|
| Meet Magento conference    | 50  | all day   | 4 - 7                  |
| Friday workshop            | 10  | 120       | 50 - 100               |
| Summer office              | 100 | all day   | 7 - 20                 |
| Atomic - A-Eiropa concert  | 5   | 180       | 7 - 14                 |
| Atomic - Steak masterclass | 10  | 120       | 7 - 14                 |
| Atomic - Airsoft           | 7   | 120       | 7 - 14                 |
| Atomic - Race cars         | 12  | 90        | 7 - 20                 |
| Atomic - Theatre           | 6   | 180       | 7 - 14                 |



## Employees

RULE: At the beginning need to have at least 1 employee per each position. There are no limitations on the head count for a single position.

| Position             | Money made in a day (7 working hours) |
|----------------------|---------------------------------------|
| Junior Dev           | 15                                    |
| Middle Dev           | 37                                    |
| Senior Dev           | 73                                    |
| Project Manager      | 41                                    |
| Designer             | 34                                    |
| HR                   | 0                                     |
| Accountant           | 0                                     |
| Marketing specialist | 39                                    |
| QA                   | 26                                    |
| Sys Admin            | 44                                    |
| Support Dev          | 50                                    |

## Employee hiring rates

|  |
|--|
| Every day 1 new person joins                                     |
| Training for new developer - 5 days, then he/she is a Junior Dev |
| Training for New to Mid - 5 days, then he/she is a Middle Dev    |
| Training for Mid to Senior - 5 days, then he/she is a Senior Dev |

## Employee leaving rates

|   |
|---|
| Every 3 days, 1 person leaves                   |
| 1st person to leave is a Senior Dev             |
| 2nd person to leave is Junior Dev               |
| 3rd person to leave is Marketing specialist     |
|   |
| The cost of replacing a leaving person is 90EUR |