

Financial Analysis SQUEEZE! Scenario

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SQUEEZE! is an engaging and educational game designed to teach financial literacy and business acumen through a dynamic experience of running a lemonade stand. From understanding basic financial principles to making strategic decisions, the game aims to provide a fun and interactive way to develop real-world skills.

The second scenario lets the user continuously play through days of selling and buying products while receiving crucial information about the sales that happen each day. The user can interact with multiple NPCs until the day is over. The user will be able to add what items to give the user, and be able to craft more than just lemonade with the available supplies. Additionally, players will receive more in-depth information about the sales of each day in the form of graphs that display stuff such as the number of customers satisfied, the number of customers that were not satisfied, sales, losses, etc. The rating system will go up or down depending on the user's performance, which includes setting the prices on the supplies, satisfying customers' needs, and delivering products on time.

Scenario "Financial analysis and preparing for next day."

The player starts the first day and begins taking orders from customers who walk by the lemonade stand. The player can buy supplies like lemons, sugar, grapes, etc. The user will be able to craft products, if needed, including but not limited to lemonade, raspberry lemonade, and tea. Once the player sells to all of the customers and finishes the day, which ends when there are no more customers that show up, the amount of customers that show up is based on the lemonade stand's rating. They will have a rating bar that goes up and down based on the performance of the current day. The player can go to a financial tracker screen to visualize how much money they spent, earned, as well as other sales information for that day, and the days before if they are on a future day. They will be organized with graphs to visually show the user what the results of their performance were. With this information, the player can decide what prices to set for each product before starting the next day.

Once the player starts the next day, the number of customers that show up will depend on their rating of the previous day (The first day automatically starts at a rating of 3/5). If the previous day was a successful one and the player scored well, then the next day will be busy with lots of customers. If the previous day was a total failure, not only will you be able to see this on the graphs as stated above, but the number of customers will be significantly smaller than the previous day. To ensure that you get the most customers, you have to provide fast and high-quality customer service.

Figure 1 - Financial Analysis Use Case Diagram

