Soda Machine Plan

We are going to build an application that acts like a soda machine. You put in your coins, make your selection, and you get a soda. We will keep track of inventory, change for users, overall income, and more.

Primary Challenge

Plan out the features the app will need. Be specific.

Bonus Challenge

Identify the methods that we will need to operate the soda machine.

"Practice makes the master."
— Patrick Rothfuss