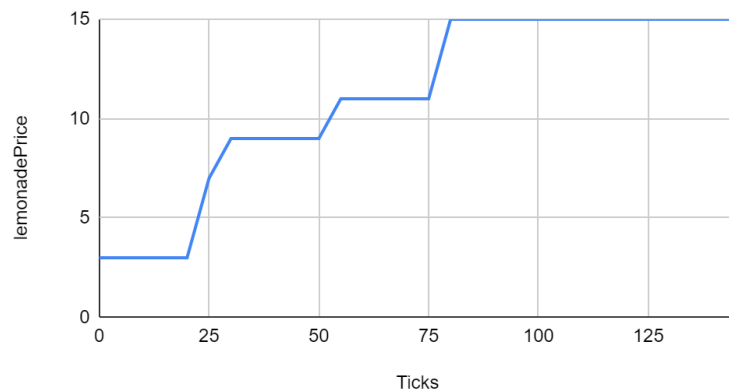


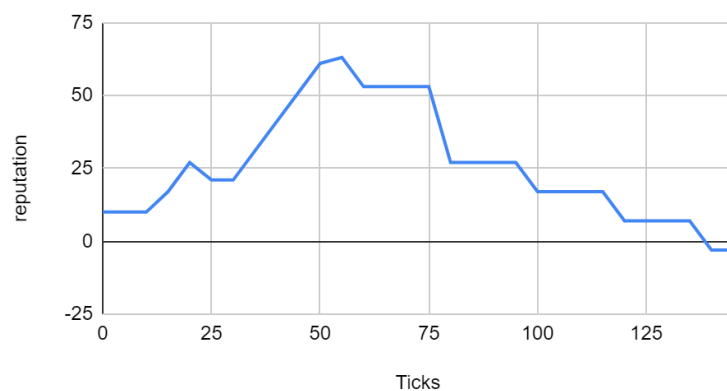
The loop for my game, Lemonade Hustler, is mainly revolving around the reputation statistic, which will determine when the player loses and will be the main factor that you will want to gain. My main balancing loop is the lemonades sold to reputation, as well as the price of lemonade to reputation. The longer term loop is the lemonade as there is no cap to how many lemonades that can be sold and the reputation of your lemonade stand can increase indefinitely. The short term balancing loop is more like the lemonade price since if you increase it too rapidly, your reputation tanks and you will lose very quickly, so you need to manage both resources.

lemonadePrice vs. Ticks



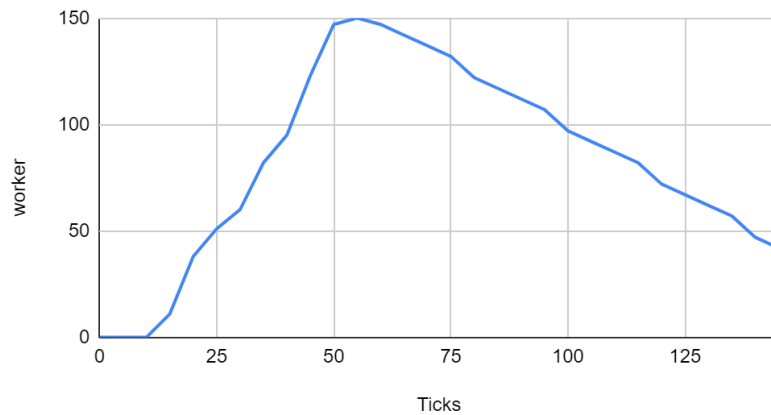
This graph shows the increase of lemonade pricing per tick as it increases past \$10 at the 50 dollar tick. The 10 dollar tick is a benchmark that signals the random comments to tell you that you are overcharging for your lemonade and your reputation will start to slowly decrease.

reputation vs. Ticks



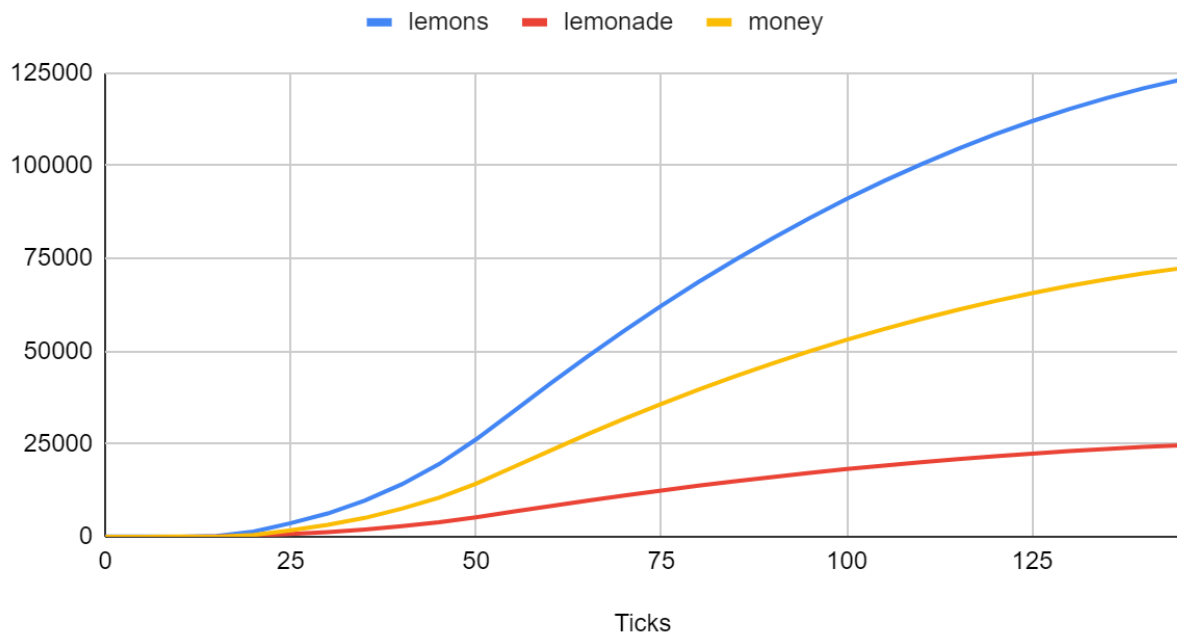
As the ticks approach 50, steady selling of lemonade and hiring of workers leads to a high reputation, but when you reach \$10 for the lemonade price, your reputation will slowly decrease until you lose. This is a loop that you will need to work around in order to keep playing the game, but you can counteract this by completing deliveries to slowly counteract the depleting reputation.

worker vs. Ticks



The graph above describes the same price increase range at 50 ticks, where the prompt slowly withers away at your worker total as well, but since it is easier to hire more workers and maintain this number, it is not in as bad of a spot as your reputation statistic when you spam the button to raise the prices. This number will not affect the reputation trend in any way but will continuously increase the profits and other numbers in the game, such as lemons gathered, lemonades sold, and money earned.

lemons, lemonade and money



Here you can see the upwards trend of the game and the numbers as they increase along the same tick interval as the other graphs. The amount of lemons will always be the highest, as it is

the first resource the player has access to and is always needed in order to sell the lemonade. Workers that you will hire will continuously increase the rate of these values and is the main resource that players will be spamming to increase in order to maximize their profits. The player's main strategy will be to try to stay within the bounds of the main short term loop of price increase and will try to increase the price of the lemonade to a level that won't tarnish their reputation, and will maximize how much money they can make. There is also a small loop that is not really noticeable within the graph ticks, but players will lose some money within the tick ranges every 8 ticks in order to "pay" their workers that they hire, but the money that they lose with this is not as significant to the grand scale of profit that the player can make, so it is not recorded on the graph.