

The Gilded Rose is an inn in the role playing game “World of Warcraft”. It is a popular resting point for travelers passing through the human capital of Stormwind City.



Hi and welcome to team Gilded Rose. As you know, we are a small inn with a prime location in a prominent city ran by a friendly innkeeper named Allison. We also buy and sell only the finest goods. Unfortunately, our goods are constantly degrading in quality as they approach their sell by date. We have a system in place that updates our inventory for us. It was developed by a no-nonsense type named Leeroy, who has moved on to new adventures. Your task is to add the new feature to our system so that we can begin selling a new category of items. First an introduction to our system:

- All items have a SellIn value which denotes the number of days we have to sell the item*
- All items have a Quality value which denotes how valuable the item is*
- At the end of each day our system lowers both values for every item*

Some tiny exceptions:

- Once the sell by date has passed, Quality degrades twice as fast*
- The Quality of an item is never negative*
- “Aged Brie” actually increases in Quality the older it gets*
- The Quality of an item is never more than 50*

- *“Sulfuras”, being a legendary item, never has to be sold or decreases in Quality*
- *“Backstage passes”, like aged brie, increases in Quality as it’s SellIn value approaches; Quality increases by 2 when there are 10 days or less and by 3 when there are 5 days or less but Quality drops to 0 after the concert*

We have recently signed a supplier of conjured items. This requires an update to our system:

- *“Conjured” items degrade in Quality twice as fast as normal items*

Your task: add the new requirement to the existing code and make sure everything still works correctly.

Rules:

- Work on this task in a **30 minutes timebox**. Do not work for more than 30 minutes
- Do not spoil the fun of this task by looking it up on the internet 😊