**Bank Rules**

1. Have the ability to borrow loan from different banks with different interest rates and different schemes
2. The account balance will show two types of bank balance
   1. Your asset valuation only
   2. Your asset valuation minus liabilities
   3. How many points (same as currency) the player has
3. A simulation for opening a bank account for conducting business
4. Have the ability to open different types of accounts like checking account, savings account and business account
5. A UI indicator that will indicate when the loan will mature
6. Selling your business to other player who might give you a better offer than the bank
7. Buttons we need / want to include in “Bank” button dropdown in dashboard:
   1. View Financials & Accounts ; will show:
      1. Total amount of funds
      2. Asset Valuation
      3. Asset Valuation minus liabilities
      4. Liabilities / Debt ; shows:
         1. Current Interest Rate of debt
         2. How much will be added on next period of interest
      5. How many points you need to progress to the next level
   2. Pay Off Debt ; will show:
      1. How much you owe
      2. Interest rate
      3. Loan maturity / due date
      4. How much will be added on next period of interest
      5. Button: “Enter an amount to pay off”
         1. Entry field: User can type in how much they’d like to pay off, can only be less than or equal to debt amount
   3. Sell an Asset ; will show:
      1. A note that says “Note: all assets sold at 75% of their face value”
      2. A 3 column table showing all assets and their worth, would look like:

| (Asset Name) | $(Value of it) | (A Button titled “Sell”) |
| --- | --- | --- |

* + - 1. Also include a popup that says “Are you sure you want to sell (Asset Name) for $(Value of it)?”
  1. Request a loan ; will show:
     1. A reminder note that says you can only take a loan up to 50% of your assets’ worth
     2. A value showing your maximum loan amount IN TOTAL (the 50% of your assets’ worth)
     3. A value showing how much you’ve currently loaned
     4. A value showing the maximum loan amount you can pull, based on:  
        (step ii **-** step iii)
     5. A box where user can type in how much they want to request to loan, with a button underneath that says “Request loan”
        1. Error message: Value is not in between [1 and (step iv)]

**Ideas**

1. Add Account turnover payable ratio
   1. For forecast:  
      Show what your net balance would be for the next couple of levels based on interest rates, loans, current balance, and expected company profit from product lines
2. Financial Health would be like “if you’re taking too many loans and don’t make enough money, then you have low health” and then the opposite is true for having good health
3. Credit score?
4. Transaction history or Bank Statement

**Questions**

1. Can borrow money only one time per 3 levels ?
2. Is there a maximum limit of what each player can borrow ?
   1. Yes, 50% of their total assets (found in “Bank Rules” section of “Rule Print.pdf”)
3. Will bank have unlimited money for set amount for each player ?
   1. Yes
4. Does interest add up once per level?
   1. Yes
5. What happens if player doesn’t pay off debt when debt matures? (Rules say that player must pay it in full before this happens)
   1. Player is forced to pay it off: will take money from their account
6. Auction for businesses in real life ?
   1. He likes this idea
7. Financial health
8. Accounts payable turnover ratio. ( Credit Score ) (Loan payment efficiency)
9. Request Loan payment extension ? Can loan be extended for more than 3 years ?
   1. Can be extended for 2 more levels
10. Can have more than 2 loans at a time under 50% of ur asset ?
11. Total amount of loan amount has to be 50%

**Concerns / Loopholes**