



Use class variables for reading this!

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graph TD
    subgraph GameLoop_NextDay [GameLoop::NextDay()]
        direction TB
        subgraph Rent_and_Needs [Rent and Needs]
            direction TB
            StartRent([Start]) --> RentCheck{Do you make enough for rent?}
            RentCheck -- Yes --> RemoveRent[Remove rent from player's gold]
            RemoveRent --> MissedRent0[Missed Rent = 0]
            MissedRent0 --> EndDay([End of day])
            RentCheck -- No --> MissedRentInc[+1 to missed Rent]
            MissedRentInc --> MissedRentCheck{Is Missed Rent at 3}
            MissedRentCheck -- Yes --> MessageLandLord[Message from Land Lord]
            MessageLandLord --> EndDay
            MissedRentCheck -- No --> BadMessage[Bad message from Landlord]
            BadMessage --> EndDay
        end

        subgraph Kingdom_Status [Kingdom Status]
            direction TB
            StartKingdom([Start]) --> CalculateChange[Calculate the Kingdom change]
            CalculateChange --> StatusCheck{Kingdom change is positive?}
            StatusCheck -- Yes --> StatusUp[Kingdom status goes up]
            StatusUp --> PricesCheaper[Prices go cheaper]
            PricesCheaper --> MobAffiliation1[Mob Affiliation people get +1 in relation to kingdom status to cooldown]
            MobAffiliation1 --> EndKingdom([End])
            StatusCheck -- No --> StatusDown[Kingdom status goes down]
            StatusDown --> KingdomUnderThresh{Kingdom under 0 threshold}
            KingdomUnderThresh -- Yes --> MobAffiliation2[Mob Affiliation people get 1 cooldown (Except for boss)]
            MobAffiliation2 --> MobBoss[Mob boss gets x cooldown in relation to kingdom]
            MobBoss --> EndKingdom
            KingdomUnderThresh -- No --> PricesHigher[Prices go higher]
            PricesHigher --> MobAffiliation3[Mob Affiliation people get 1 cooldown (Except for boss)]
            MobAffiliation3 --> MobBoss
        end

        EndDay --> NewDay[New Day]
        NewDay --> CustomerCooldown[Customer's Cooldown time is decreased by 1]
        CustomerCooldown --> EndDay
    end

```

