



## Step-by-Step Breakdown

1. **Start the program** and introduce the simulation to the user.
    - Greet the user.
    - Explain that the goal is to see how well they manage money through 8 life situations.
  2. **Initialize your variables.**
    - Set your starting money to 20.
    - Set each tracking variable — *responsible*, *kind*, *aware*, and *mathematical* — to 0.
  3. **Begin a loop** that continues as long as you still have money (while your money is greater than 0).
  4. **Display your current balance.**
    - Tell the user their current bank amount at the start of each situation.
  5. **Go through each situation (1 through 8).**

For each situation:

    - Present a short story or scenario.
    - Offer two choices (option A and option B).
    - For each option, describe how the user's money changes.
    - For each option, note how the user's financial traits (*responsible*, *kind*, *aware*, or *mathematical*) change — adding or subtracting points as given.
  6. **Apply the effects of the user's choice.**
    - Adjust the user's money according to their decision.
    - Modify the related trait score (e.g., *responsible* +1 or -1).
  7. **Repeat** this process for all eight situations:
    - Situation 1 tests *responsibility*.
    - Situation 2 and 5 test *kindness*.
    - Situation 3 and 8 test *awareness*.
    - Situation 4 and 6 test *mathematical thinking*.
    - Situation 7 tests *responsibility* again.
  8. **Check your balance after each situation.**
    - If your money drops to 0 or below, end the loop.
  9. **End the game.**
    - Print a final message ("End of game.").
    - If the user's money is 0 or negative, indicate they are in debt.
  10. **Display final scores.**
    - Show the final amount of money left.
    - Summarize the totals for *responsible*, *kind*, *aware*, and *mathematical* traits.
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## Situation 1: The Lemonade Stand Kickoff

Goal: Financial Responsibility

Setup: You've just earned \$20 from your first lemonade stand.

Choices:

- a) Spend \$10 on fun stuff.
- b) Save all your earnings.

Results:

- $a \rightarrow \text{your\_money} - 10, \text{responsible} - 1$
  - $b \rightarrow \text{your\_money} + 10, \text{responsible} + 1$
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## Situation 2: The Brother's Borrow

Goal: Financial Kindness

Setup: Your brother asks to borrow some money.

Choices:

- a) Lend half of your money.
- b) Lend nothing.

Results:

- $a \rightarrow \text{your\_money} \times 0.5, \text{kind} + 1$
  - $b \rightarrow \text{your\_money} \times 1, \text{kind} - 1$
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## Situation 3: The Street Stranger

Goal: Financial Awareness

Setup: A stranger offers to double your money next week if you lend all of it today.

Choices:

- a) Give all your money.
- b) Keep it.

Results:

- $a \rightarrow \text{your\_money} = 0, \text{aware} - 1$
  - $b \rightarrow \text{your\_money} \times 1, \text{aware} + 1$
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## Situation 4: The Payout Puzzle

Goal: Mathematical Thinking

Setup: You can take either a lump sum or daily payments.

Choices:

- a) Take \$80 now.
- b) Take \$14 per day for 7 days.

Results:

- a → `your_money + 80, mathematical - 1`
  - b → `your_money + 98, mathematical + 1`
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## Situation 5: The Friendly IOU

Goal: Financial Kindness

Setup: A friend needs \$20 and promises to repay \$10.

Choices:

- a) Lend the \$20.
- b) Refuse to lend.

Results:

- a → `your_money - 10, kind + 1`
  - b → `your_money - 0, kind - 1`
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## Situation 6: The Deal Dilemma

Goal: Mathematical Reasoning

Setup: You spot two special offers.

Choices:

- a) Buy 10 for \$18.
- b) Buy 5 for \$12.

Results:

- a → `your_money - 18, mathematical + 1`
  - b → `your_money - 12, mathematical - 1`
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## Situation 7: The Gamble or Guarantee

Goal: Financial Responsibility

Setup: You can take \$50 now or risk for double next week.

Choices:

- a) Gamble and wait.
- b) Take the safe \$50.

Results:

- $a \rightarrow \text{your\_money} - 100, \text{responsible} - 1$
  - $b \rightarrow \text{your\_money} + 50, \text{responsible} + 1$
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## Situation 8: The Mysterious Donation

Goal: Financial Awareness

Setup: A person asks you to donate 30% to an unverified college.

Choices:

- a) Decline to donate.
- b) Donate 30%.

Results:

- $a \rightarrow \text{your\_money} \times 1, \text{aware} + 1$
  - $b \rightarrow \text{your\_money} \times 0.7, \text{aware} - 1$
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## End of Game

- If  $\text{your\_money} \leq 0 \rightarrow$  "You're in debt! Game over."
- Else  $\rightarrow$  Display final scores for `responsible`, `kind`, `aware`, and `mathematical`.