

Gilded Rose
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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

Pretty simple, right? Well this is where it gets interesting:

- * 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

Feel free to make any changes to the `UpdateQuality` method and add any new code as long as everything still works correctly. However, do not alter the `Item` class or `Items` property as those belong to the goblin in the corner who will insta-rage and one-shot you as he doesn't believe in shared code ownership (you can make the `UpdateQuality` method and `Items` property static if you like, we'll cover for you). Your work needs to be completed by Friday, February 18, 2011 08:00:00 AM PST.

Just for clarification, an item can never have its `Quality` increase above 50, however "Sulfuras" is a legendary item and as such its `Quality` is 80 and it never alters.