Fishing Game

Let's design a fishing game.
You're a player, planning about your day for a day of fishing.
You have a gold of 100.

You can pick to rent one from 3 types of fishing pole:

1. Small Fishing Pole - 5 gold. Can only catch small fish.
2. Medium Fishing Pole - 10 gold. Can only catch medium fish.
3. Big Fishing Pole - 15 gold. Can only catch big fish.

You can also buy 3 types of baits, you can buy as many as you want:

1. Red bait - 1 gold. Guarantee to catch 1 red fish.
2. Blue bait - 2 gold. Guarantee to catch 1 blue fish.
3. Green bait - 3 gold. Guarantee to catch 1 green fish.

These are the types of fish and their sale price:

- Red small fish: 1-5 gold
- Red medium fish: 5-10 gold
- Red big fish: 10-15 gold
- Blue small fish: 3-5 gold
- Blue medium fish: 8-10 gold
- Blue big fish: 13-15 gold
- Green small fish: 5 gold
- Green medium fish: 10 gold
- Green big fish: 15 gold

Everyday there is a forecast announced with varying fish sizes:
Example:
Today, we're seeing 9 small fish, 3 medium fish, and 4 big fish.
30% of the fish are red, 40% are blue, 30% are green.

The forecast of number of fishes, and color percentage is random. Color percentage always add up to 100%.

Your task as the player is to:
1. Pick the fishing pole.
2. Buy the baits using all your money. Once purchase is done, you cannot purchase more for the day.
3. Go fish (this one is automated), if you can add simulation it's more fun, but not required.

Win condition: You finish with more than 100.
Lose condition: You finish with less or equal to 100.
Tie: You skip the day, still have 100.

Go ahead and design the fishing game.
Text input prompt is okay.