**Assignment: Coffee Shop Tycoon**

**Objective:**

Develop a terminal-based game where players manage their coffee shop, making decisions to attract customers, manage supplies, and grow their business. The game should use Object-Oriented Programming (OOP) concepts.

**Game Overview:**

The player starts with a small coffee shop. Each game day, players must decide on the prices, purchase supplies, hire or fire staff, and adapt to various events. The goal is to grow the business, increase regular customers, and keep finances in the green.

**Game Requirements:**

**CoffeeShop Class:**

**Attributes:**

name: Name of the coffee shop.

funds: Current money available.

daily\_customers: The average number of customers visiting daily.

staff: A list of employees.

inventory: Coffee beans, milk, and other essentials.

popularity: A factor influencing new customer acquisition.

**Methods:**

adjust\_prices(): Set the prices for various items on the menu.

purchase\_supplies(item, quantity): Buy inventory items.

hire\_staff(member): Add an employee to the staff list.

fire\_staff(member): Remove an employee from the staff list.

daily\_summary(): Provide an overview of finances, inventory, and customer flow.

**Employee Class:**

**Attributes:**

name: Employee's name.

wage: Daily wage of the employee.

skill: A measure of the employee's effectiveness.

**Methods:**

work(): Influences daily operations, more skilled employees boost daily\_customers and reduce inventory wastage.

**Event Class:**

**Attributes:**

description: Brief about the event (e.g., "Local newspaper wants to feature your shop!").

**Methods:**

apply\_effect(coffee\_shop): Modify attributes of the coffee shop (e.g., increase in popularity due to a newspaper feature).

**Game Mechanics:**

**At the start of each game day:**

Present the daily summary to the player.

Allow the player to make management decisions.

Randomly trigger events.

Calculate daily profits or losses based on decisions, staff skill, and events.

Move to the next game day.

The game ends if funds become negative or after a fixed number of game days. The score could be based on total funds and popularity.