**Inventory Management**

**Items (Inventory)**

-Each round, the player will place orders for inventory from suppliers.

-Items have a set purchase price from the supplier and come in packs (ex. X10, x15, x20, x50, etc.)

-Items have a set sale price and similar profit margins

-Items that have a higher upfront price or come in bigger packs will have better profit margins

-Items could have different storage requirements

-Items could expire?

**Customers**

-Customers will have a certain spending money each month

-Customers have a secret income which determines both spending money and preferred products

-Customers will have “item preference slots” which indicate which product they can buy.

-At the end of each round, each customer will spend as much money as they can on items that are in their preference slots.

-Each round, customers will reveal more slots to give you more information

-Once customers reach max slots, they will remove one old preference to make a new one each round

-Customers could also randomly purchase other items?

**UI Pages**

**Bodega:**

-Inventory ordering + storage page + customer list with preferences

-options to upgrade(Inventory/Storage)

**Upgrades**

-Players will buy upgrades for cash which improve the bodega

-Upgrade storage space (Bigger storage room)

-Unlock new, more profitable product categories (Ex. fix deli grill)

-Attract new customers more quickly (Renovated storefront)

-Unlock customer preferences more quickly (Cool signs?)

-Force an item to be sold (Amazing display case)