

## Understanding the problem

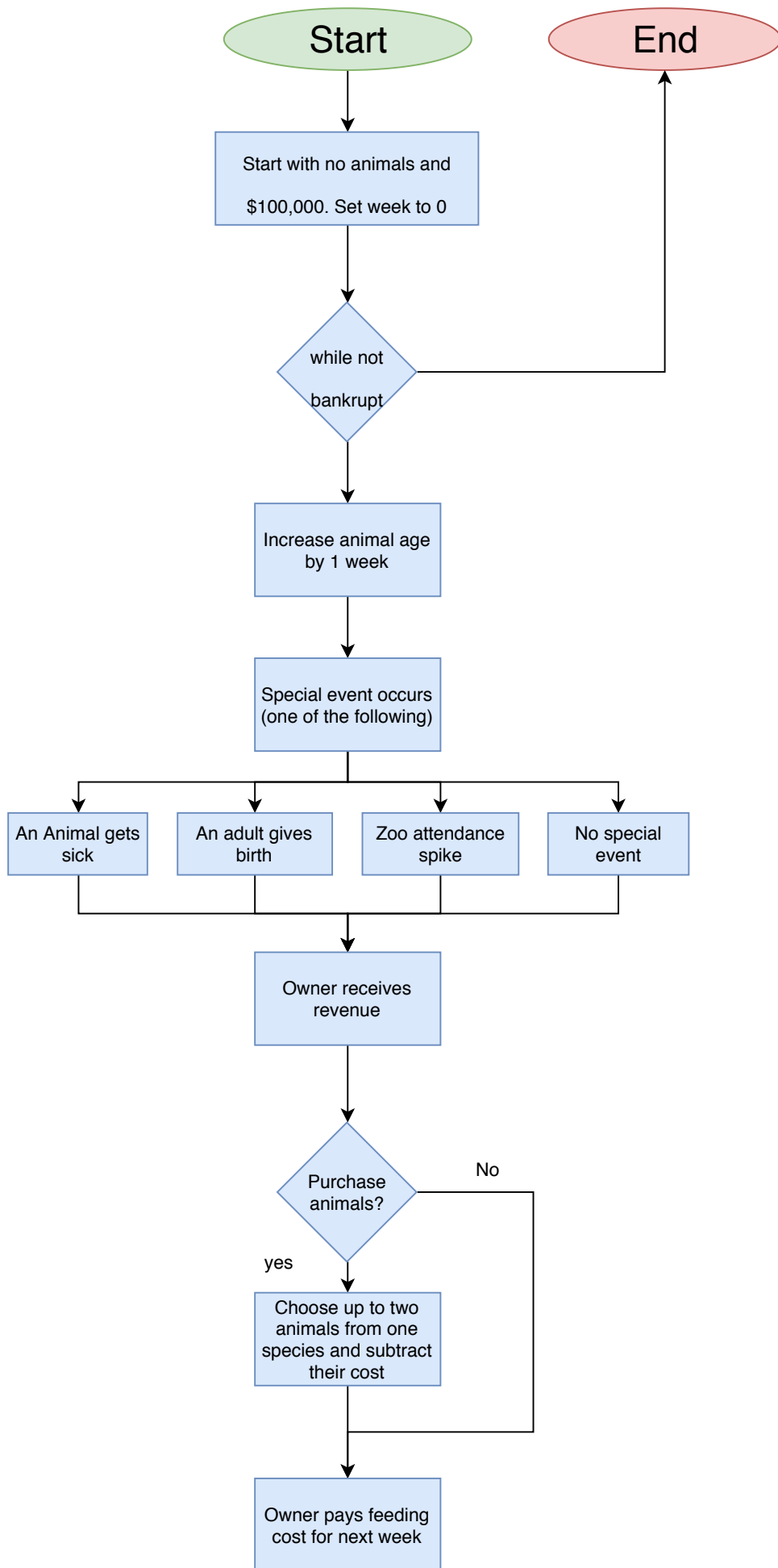
*In your own words, explain what YOU think the problem is asking you to do. Document your uncertainties about the problem and anything else that you feel was unclear or vague*

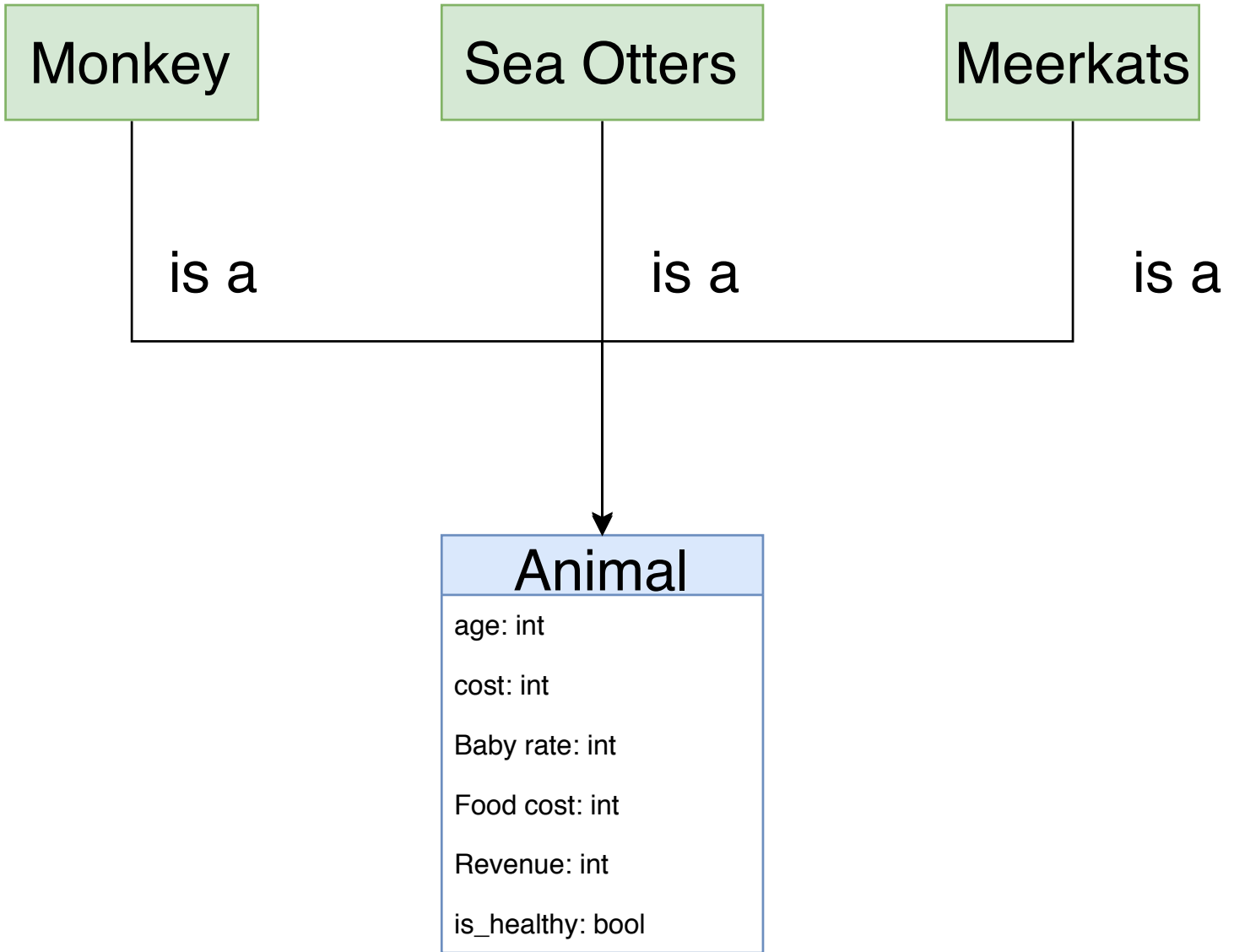
This problem is asking us to design a zoo tycoon type simulation which will allow the “owner” of the zoo to purchase animals, purchase food, earn revenue, each week. The owner begins with no animals and \$100,000 dollars and the simulation finishes if the owner runs out of money.

## Devising a plan/design

*Provide an algorithm/pseudo code to help solve the problem. In addition, draw pictures/flow charts to help you devise your plan, as well as any other design decisions you make, such as how to manage your time, how to decompose the problem, where to start first, etc.*

See flowchart on next page





## Looking back / testing

*This includes any checking/self-reflection you did while solving the problem, which includes using a calculator to make sure the output is correct, testing to make sure your code executes correctly and behaves the way you expect under specific circumstances, using sources of information to make sense of the results, etc. However, you need to think about the input prior to implementation!!!*

Input	Expected
animal gets sick	animals “is_healthy” attribute set to false
animal gets sick and don’t have enough money	animal dies and is removed from zoo
animal gets sick and do have enough money	half of animal’s cost subtracted from bank
addult gives birth	two new animals are added to zoo with age set to zero
zoo attendance spike	revenue for monkeys increases
owner runs out of money	simulation ends.