Lemonade Stand  
Mandatory Changes

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|  | Global variables are now stored in structures |
|  | Game uses days instead of running the store in the background |
|  | Store events now all appear in one message |
|  | Stock now lasts in game days instead of seconds |
|  | Instructions are obtained from a text file |
|  | Instructions are updated for the new version of the game |
|  | Random weather in game for each day |
|  | Ideal recipe is effected by weather appropriately |
|  | Extra random events added while the store is open |
|  | Store the current date in a structure |
|  | 3 difficulty levels for starting money and 3 target money amounts |
|  | 2 different game modes. Target money and 30 day challenge |
|  | Ability to save and load multiple games from a file |
|  | High scores stored in file |
|  | Instructions are re-written for the new game. |