Pub	Customer	ſ	Drink	Food
Name "String"	Name "String"		Name "String"	Name "String"
Till INT	Wallet INT		Price INT	Price INT
Drinks []	Age INT		Alcohol Lvl INT	Rejuv Lvl INT
	Drunkenness INT			
increase_till_amount(amount)	decrease_wallet_amount(amount)			
add_drinks(drink)	buy_drink(pub, drink)			
serve_customer(drunk_level)	increase_drunkenness(drink)			
	decrease_drunkenness(food)	-		