**Out of 90 points**

**User stories:**

As a developer, if I don’t know what Lemonade Stand game is, I will play the game online for a bit to get familiar with the gameplay.

**(5 points):** As a developer, I want to make good, consistent commits.

**(20 points)**: As a player, I want the basic Lemonade Stand gameplay to be present.

**(10 points)**: As a player, I want a weather system that tells me what the weather condition and temperature is at the beginning of each day.

**(10 points)**: As a **player**, the price of product as well as weather/temperature should affect demand, so that if the price is too high, sales will decrease, or if the price is too low, sales will increase, etc.

**(10 points)**: As a player, I want each customer to be a separate object with its own chance of buying a glass of lemonade, so that how much lemonade is purchased and how much a customer is willing to pay will vary from customer to customer.

**(5 points)**: As a player, I want the ability to make a recipe for my lemonade, so that I can include x-amount of lemons, x-amount of sugar, and x-amount of ice.

**(10 points)**: As a player, I want my game to be playable for at least seven days.

**(10 points)**: As a developer, I want to implement the SOLID design principles as well as C# best practices in my project, so that the project is as well-designed as possible.

**(10 points (5 points each))**: As a developer, I want to pinpoint at least two places where I used one of the SOLID design principles and discuss my reasoning, so that I can properly understand good code design. Minimum of two SOLID design principles must be used.

**Classes You Will Use (you may need more than what is provided):**

Program

Weather

Customer

Game

Inventory

Player

Store

Day

UserInterface