Steps for Lemonade Stand:

1. Display Rules
2. How long do you want to play? Select 7, 14 or 30 days
   1. Create Days Objects for each of the days selected with randomly select temperature and weather condition, and then generate potential customer list off those conditions.
   2. Each Day provides the framework for the Lemonade stand simulation game.
      1. First set correct number of Days.
      2. Randomly select a temperature for each day.
      3. Randomly select a weather condition.
      4. Instantiate Days with unique weather condition and temperature
      5. Based on temperature and weather condition create a number of customers.
3. Show wallet
4. Inventory
   1. Show inventory
   2. Select/Edit inventory
5. Recipe
   1. Show recipe
   2. Select/Edit recipe
   3. Create percentage of likeability for recipe that will influence if and how many glasses each customer will buy.
6. Run Day Simulation
   1. Sales of lemonade are based on:
      1. Initial sales formula is based on temperature and weather condition.
      2. Once a customer is made, the number of glasses purchased is based on the temperature and weather condition AND the likeability formula.
      3. The total number of cups sold can not exceed the number of possible pitchers made with the available amount of cups, lemons, ice cubes, sugar
      4. Every pitcher has 11 cups.