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 forecast
4. Show wallet
5. Inventory
   1. Show inventory
   2. Select/Edit inventory
6. 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.
7. 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.

How a customer buys:

Each day has a buyability factor. Each recipe has a likeability factor. Multiply the buyability by likeability.

Foreach customer choose a random number between 1 and 100. If this number is less than or equal to the buyability by the likeability than the sale is good else it is no good.

For Each individual Sale

To subtract:

* Number of cups from Inventory
* Number of ice cubes from Inventory
* One Glass from Pitcher

To add

* Money to Wallet

Go through Customers

Get Random Chance

CheckInventoryAvailability

Complete Sale

Complete Day

if(buyrandom<= chanceOfPurchase) //This customer is on track to make a purchase

{

if (pitcherCups >= 1) //We have lemonade left in the pitcher to sell, so SELL IT!

{

if (cupIce<= ourIce) //BUT first check to see if we have ice

{

if(ourCups >= 0) //We also need to check to see if we enough cups in our inventory

Check Pitcher Levels

Check Inventory Levels