import random

# Ask user how much they would like to spend; must be greater than or equal to $1 and less than $10

print("Welcome to the unicorn game, press <enter> to continue.")

amount\_spend = float(input("How much would you like to spend? (Between $1 and $10) "))

# Check if the amount is valid

if amount\_spend < 1 or amount\_spend >= 10:

print("Please enter an amount of money between $1 and $10.")

else:

input("You are good to go. Press <Enter> to proceed.")

# Set up initial total as the amount spent

total = amount\_spend

keep\_going = ""

while keep\_going == "":

# List of characters (tokens) and weights

generated\_character = ["zebra", "horse", "unicorn", "donkey"]

weights = [0.24, 0.25, 0.01, 0.5] # The house has an advantage by making unicorn rare and donkey common

# Randomly select a character (token)

num\_characters = int(amount\_spend) # Convert amount\_spend to an integer for number of tokens

generated\_characters = random.choices(generated\_character, weights=weights, k=num\_characters)

# Print the generated characters

print("Generated Characters: ", generated\_characters)

# Initialize amount\_won for this round

amount\_won = 0

# Process each generated character and update the total based on the token

for token in generated\_characters:

if token == "zebra" or token == "horse":

total -= 0.5

amount\_won = 0.5

elif token == "unicorn":

total += 5

amount\_won = 5

elif token == "donkey":

total -= 1

amount\_won = 0

# Provide feedback based on the winning amount

if amount\_won > 0:

print(f"Congratulations, you won ${amount\_won:.2f}!")

else:

print("Sorry, you did not win anything this round.")

# Display the new total

print(f"Your new total: ${total:.2f}")

# If the total is more than $1.00, output congratulations message and end the game

if total > 1:

print("Congratulations! You've ended the game with more than $1.00.")

break

# Ask the user if they want to continue playing

keep\_going = input("Do you want to continue playing? (Press <Enter> to continue or type 'no' to stop): ")

if keep\_going.lower() == 'no':

break

print("Thanks for playing! Goodbye!")