Bank Crypto Game in Elves.Speak()

Crypto Bank Game

CryptoGame.py py CryptoGame —uses py elves

import CryptoGame as cbank

Step 1 - the cbank [crypto IN TETHER $500.00] ← in TETHER when it begins

Step 2 - buys $10 of ~~$100~~ to cryptos (later past too) (current market prices)
- ETH
- BTC
- ADA
- SHIB
- 20 total

← (only coinbase cryptos)

cbank = {TETHER: $500, transfer_fee: .20%} coinbase crypto bank — on game start

py cbGame as cryptoBankGame

~~cryptoBankGame()~~ # runs the game

cryptoBankGame() #print (results) to Terminal

ETH-US BTC-US

string_array = {1: 'ETH', 2: 'BTC', 3: 'ADA', 4: 'SHIB' ... 20:}

other game — put 10K in?

Crypto Bank Game

~~bank.bought~~ bought = {$10 starts num_of_coins for each

you buy or get the readings of 20 cryptos

Buy 1st all $10 worth num_of_coins this populates 1st

Loop1 Loop2 Loop3 Loop5 Loop 20

[time-1] [time-2] [time-3] [time-20]

arrays

purchased at $10

'ETH': {price}
'BTC': {price}
'ADA': {price}
'SHIB': {price}
...

on 1st loop it sets the 1st buy

on Loop1 set Bought Num of coins

(4-19)

all ['time1'] ['time2'] ['time3'] ... ['time 20']

00:01 00:02 00:03 00:20

00:01 ['ETH'] ['price']

all ['time1'] ['NAME'] ['price'], ['total value = num_of_coins × price (float)']: 1.21

bought = array{ list of coins num_coins for each } has the coin nums for $10 start at same time

this one is different for every second

When you buy it it sets it

it doesn't change until you sell to 10¢ or 0¢

~~Coin~~ prices over time

prices = array(time1[list of coins], ... time20[list of coins])

has prices organized by time 1st, then coin name, then coin price (It's visually correct.)

this one stays the same