Lucky Unicorn: Basic sub-problems
(aka components)

- Print game instructions
- Ask player how much they want to put on their account
- Store this information

Generate a random token donkey, unicorn, horse or zebra.

Adding or deducting values from player balance depending on chosen token and giving feedback to the user.

This is a basic problem so lets leave until later.

First

More significant problems so focus on these.

Second