Reflection on Trials for adding and subtracting player amount and feedback.

① Using of elif.

(+) A standard solution easy to understand works fine.

(−) Is still a bit "cumbersome". Could be a bit laborious to add on new tokens or to update values.

↳ The second trial was able to improve the efficiency of the code and make it clever. There was no need to include the donkey as no money is added.

② (+) Very simple and is easy to add new tokens and change token values.

(−) None at this stage (Possibly could be improved further, but okay for now).