

## Gilded Rose

=====

Hi and welcome to team Gilded Rose. As you know, we are a small inn with a prime location in a prominent city ran by a friendly innkeeper named Allison. We also buy and sell only the finest goods. Unfortunately, our goods are constantly degrading in quality as they approach their sell by date. We have a system in place that updates our inventory for us. It was developed by a no-nonsense type named Leeroy, who has moved on to new adventures. Your task is test to our system.

First an introduction to our system:

- \* All items have a SellIn value which denotes the number of days we have to sell the item
- \* All items have a Quality value which denotes how valuable the item is
- \* At the end of each day our system lowers both values for every item

Pretty simple, right? Well this is where it gets interesting:

- \* Once the sell by date has passed, Quality degrades twice as fast
- \* The Quality of an item is never negative
- \* "Aged Brie" actually increases in Quality the older it gets
- \* The Quality of an item is never more than 50
- \* "Sulfuras", being a legendary item, never has to be sold or decreases in Quality
- \* "Backstage passes", like aged brie, increases in Quality as it's SellIn value approaches;

Quality increases by 2 when there are 10 days or less and by 3 when there are 5 days or

less but Quality drops to 0 after the concert.

Just for clarification, an item can never have its Quality increase above 50, however "Sulfuras" is a legendary item and as such its Quality is 80 and it never alters.