**Things I couldn’t implement-**

1)The detailed mechanics of how promoting a deal impacts sales for "two turns" were not implemented. It currently just prints a message that a deal is being promoted. To implement the actual increase for the next two turns, I would need to store a temporary state for each seller that boosts sales, but this is not yet in place.

2)The logic for tracking how long a special offer or promotion should last (like for 1 or 2 turns) hasn't been fully implemented. If the effects of these promotions should last for specific turns, that needs additional state handling to track how long boosts should remain active.

3)The specialOfferReady is triggered every 3 sales, but more complex logic for seller actions (like promoting deals or resetting after using an offer) was simplified. I didn't account for edge cases where multiple conditions might interact (such as promoting a deal while using a special offer in the same turn).

4)The game currently runs without any interaction from the player. The actual decision-making process, such as when a player might choose to use a special offer, promote a deal, or attempt a unique ability like ConeStackChallenge() or LayeredSundaeBonus(), isn't yet interactive. These actions happen automatically based on stock and turns, rather than based on input from a player.

**Thing I assumed while coding-**

1)The game assumes that each turn, every seller serves ice cream without specific player input or strategy. Actions like serveIceCream(), specialOffer(), and other abilities occur in sequence automatically. The randomness in sales (8–30 units per sale) simulates variation in how successful the sellers are each turn.

2)Special offers become available after every 3 sales, and they are reset after being used. I assumed that this was the desired frequency, and no cooldown period or resource costs for using special offers was specified, so the offers can be used as soon as they’re available.

3)I implemented displayStats() but chose not to call it within the simulation due to the lack of detailed instructions about when stats should be displayed. I assumed that the game will show sales stats automatically in each turn output.

4)I assumed that once stock runs out, the seller cannot serve ice cream unless restocked (as with the Ice Cream Truck Driver’s special ability).