Lemonade Stand

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History

Original Game:

- Released in 1979
- Later bundled with the Apple II computer
- Created by Bob Jamison
- Originally a text based game without graphics for customers

Caught on and released later with more graphics and options.
- Added ingredient purchasing
- Changing cost as day continues
- Taught the use of different resources
  - Perishable vs. Non-perishable
Gameplay

Beginning of each round, select number of ingredients

Can adjust proportions of ingredients in lemonade to improve customers’ experience

Can adjust price during the game

Lose perishables at the end of some or all rounds (ice always melts, others sometimes rot)

Gives immediate feedback for each round
Success

Easy to play

Immediate feedback with alike rounds to correct previous mistakes

Replayable to try and achieve a higher score

What does it teach?

• Smart spending with regard to perishables vs. non-perishables

• Supply and Demand curves with changing the price during the day

• Forward planning
https://www.youtube.com/watch?v=HmFi6urWnH0