If It Ain't Broke Don't Fix It: But Sometimes It's Broke…

Points	*What You Need To Fix Or Add*	*Code*
+25	1) Fix the fact that I can add money by adding negative values. 2) I want an indicator to let me know if a purchase would put me into negative money. Don't allow the program to buy that item. 3) Add break if I run out of money.	*Starter Code*
+25	1) I just want to to look like the picture in the starter code… please help.	*Starter Code*
+25	1) Fix the fact that I can get one wrong, but the counter will keep my streak alive. 2) I need you to add a break as well.	*Starter Code*
+25	1) Fix the function inputs. 2) Make it so it counts the total calories burned all week 3) I sprinkled in some syntax errors that need correcting. 4) I want this to break after the end of the week. Right now we only get Tuesday over and over again...	*Starter Code*
+25	1) If you pick Bulbasaur, then sometimes the computer will also pick Bulbasaur. We don't want repeats for any character… 2) The damage get assessed to the wrong character. 3) Also, add yourself as a character and come up with your own attacks! 4) Needs a way for the game to either restart or end after the battle.	*Starter Code*