Subway Serial Stalkers: Anjini, Yuki, Hamim
APCS
Final Project - Proposal
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For our final project, we plan on making a RPG where our protagonist
has to solve a subway murder. To do this, we have 3 main classes planned
out: Train (with subclass TrainCar), Protagonist, and Woo(the
driver class).

The train class will consist of a linked list of TrainCars. This
represents the train that our protagonist will be able to travel through.
Each train car has a certain number of people (not including out protagonist)
and this number will not change. The doors can also lock and open on the protagonist's
asking. The protagonist class allows the player to choose what they want to be called.
They also have the option to take notes as time goes on and they collect new information.
To get this information, they ask questions to the other characters on the train.
The Woo class is where the main storyline will be taking place. It is where we
see the Protagonist interact with other characters and how they collect data. In addition to
These classes, we hope to implement Processing via things like a map of the train.

If given more time, we plan on adding a timer function that either times how long the
person took to solve the mystery, or puts a time limit as to how long the player
can try to guess who the murderer is without being killed.