

# Foundations Capstone Planning

## Joe the Guard

This shall be an RPG game where the player/user will play as Joe, the guard of a kingdom. He will be in charge of inspecting travelers and determining if they are dangerous (***sends them to prison***), if they are suspicious (***sends them to questioning***), or if they are safe (***sends them into the kingdom***).

The game shall consist of **THREE** days. In those three days, he will interact with **THREE** traveler(s). At the end of the three days, the player/user will be judged on how well they acted as a guard.

## Features:

- User can/will add the traveler(s) to one of three lists and can/will see the above lists
- User can interact with Joe, their player, and see their mental health
- User gets a prompt if a bad traveler was let through

## Lifecycle of Project:

What happens in a day:

- ☐ A morning decision that affects Joe's mental health
- ☐ Meets first traveler
- ☐ Lunch - An afternoon decision that affects Joe's mental health
- ☐ Meets second traveler
- ☐ Meets third traveler
- ☐ Returns home - An evening decision that affects Joe's mental health
- Adding more travelers if time permits (ideal would be 5 travelers a day)

Joe and his day:

- His mental health will prevent him from using some interactions with the travelers if it is too low
- For now, there will be one interaction in the morning, afternoon, and evening where his mental health will either increase, decrease, or remain the same

## Interacting with travelers:

- The player/user will be given three actions to use per interaction
  - Inspect the traveler
  - Inspect clothing
  - Inspect wares
  - Ask for help (only after the first action)
  - Special (unlocked for special interactions - if time permits?)
- The player/user will have to decide on three outcomes
  - Send the traveler into the kingdom
  - Send the traveler to prison
  - Send the traveler to interrogation
    - The player can only use this option once a day
- The player/user will be given a prompt on how Joe feels about how the day went

## Database Planning:

### What to track?

- Traveler
  - ID
  - Name
  - Age
  - Occupation
  - Good\_or\_Evil
  - Height
  - Weight
  - Clothing
  - Difficulty
    - Easy, Medium, Hard
  - Interrogate\_traveler
    - Short text of traveler's background
  - Interrogate\_features
    - Short text of traveler's physical features
  - Inspect\_wares
    - Short text of traveler's personal items/wares
  - Inspect\_special
    - Short text depending on type of traveler
- Joe
  - Mental Health
    - Rank (1 - 5?)
- Good Travelers (empty at first - holds picked good travelers)
  - ID
  - Traveler name - Foreign Key of Traveler ID

- Evil Travelers (empty at first - holds picked evil travelers)
  - ID
  - Traveler name - Foreign Key of Traveler ID
- Unsure Travelers (temporarily holds a traveler then moves them to where they belong)
  - ID
  - Traveler name - Foreign Key of Traveler ID
- Leaderboard - to be implemented if time allows
  - ID
  - Name of player
  - Rank
  - Evil they triumphed over (or not)

## Requests and their Friends:

- .get()
  - Good Travelers Table
  - Evil Travelers Table
  - Unsure Travelers Table
  - Leaderboard table
    - To be implemented if time allows
- .post()
  - Good Travelers Table
  - Evil Travelers Table
  - Unsure Travelers Table
  - Leaderboard table
    - To be implemented if time allows
- .put()
  - Joe's Mental Health
- .delete()
  - Unsure Travelers Table