Object Design

Humans

* State is 1, 2, or 3. 1 is walking, 2 is airborne, 3 is unconscious
* Event variable: 0 is nothing, 1 is entered area, 2 is suspicious, 3 is calling cops, 4 discovered injured person, 5 is being abducted, 6 is injured, 7 spotted a ufo
* Private vars for event 2 and 3 trigger

-Constructor-

* Get state, event, x, and y
* Set name, state, event, x, and y

Cars

* State is 1, 2, or 3. 1 is driving, 2 is airborne, 3 is ready to explode
* Event variable: 0 is nothing, 1 is entered area, 2 is suspicious, 3 is calling cops, 4 discovered injured person, 5 is being abducted, 6 is injured, 7 spotted a ufo
* Private vars for event triggers

-Constructor-

* Get state, event, x, and y
* Set name, state, event, x, and y

Cops

* State is 1, 2, or 3. 1 is driving, 2 is airborne, 3 is ready to explode
* Event variable: 0 is nothing, 1 is entered area, 2 is suspicious, 3 calling for backup, 4 discovered injured person, 5 is being abducted, 6 is injured, 7 spotted a ufo, 8 is opening fire
* Private vars for event triggers

-Constructor-

* Get state, event, x, and y
* Set name, state, event, x, and y

Map Design

Kansas:

1. Barn
2. Factory
3. Waffle Hut

Arizona:

1. Shack
2. Saloon

California:

1. Sandcastle
2. Beach Bar

New York:

1. Cabin
2. Mini-mart