**RUBRIC:**

**At least 2 ‘end points’ (ways the game ends):**

The goal of the game is to create a competitive basketball team by recruiting players from three different regions. Your season can end in six different ways.

* End point 1, you get fired for not recruiting enough players.
* End point 2, you don't win enough to make the playoffs.
* End point 3, you lose in the first round of the playoffs.
* End point 4, you lose in the second round.
* End point 5, you lose in the finals.
* End point 6, you win the finals.

**At least 3 ‘entities’ from a single class:**

There are 15 players created from the Athlete class. All players have the following info:

* Name
* Description (This contains clues as to what persuasion tactics will work)
* An “OnTeam” boolean
* An “AttemptedRecruit” boolean
* An array of booleans that is parallel to the array of tactics(stored in gamstate and command)
  + Decides if player will accept or reject the various tactics
* A quote to accept and a quote to reject recruitment attempts

**An additional ‘Player’ object (which can be a special class or an object from your ‘entity’ class):**

The GameState object acts as this. In addition to tracking several other variables and objects, it tracks where the player is as well as what players are on their team (through an array stored in the team object). There is also an “Avatar” object that stores the characters name as well as a method to read an inspirational quote. When originally created, it was intended to be the player object. We ultimately decided to use the GameState as the player object and store the Avatar object inside.

**At least 3 ‘locations’ from yet another class:**

All regions have a name, a description, an array of players, and a ‘visited’ value. When the regions are visited you can not travel back to them(tracked by a boolean value within each object).

* East region
* Central region
* West region
* Campus (not technically an object, just the default if none of the others are currently chosen)

**At least 2 ‘items’ from another class:**

Persuasion tactics (8) - All have a title, description, and uses left variable.

TACTICS

* Flattery
* Promise
* Campus Life
* Facilities
* Coaching
* Nothing
* Team Experience
* Gift
  + Unlike the others, the gift can only be used once. While all of the persuasion tactics can keep track of how many uses they have left, the gift is the only one where there is a path for it to reach 0.

Quotes(5) - All contain a quote that can be called on at appropriate times.

* All 5 quotes are Yogi Berra quotes found online (some were slightly modified)

**At least 2 complex interactions that incorporate 2 of your objects. This will include a command like ‘give’, an object like ‘pie’, and another object, like ‘alien’:**

There are several interactions available to the player:

Persuade + (player) + (tactic) - Attempts to persuade the chosen player with the chosen tactic - this will return a true or false boolean to determine if the player joined the team or not. (8 tactics \* 15 players = 120 potential interactions)

Visit + (region) - Moves the player to a chosen region (assuming the region hasn’t already been visited)

Leave - Exits the region the player is currently in

Scout + (Player) - Shows the player info about the chosen athlete. This includes clues about what persuasion tactics might work.

View + (region/team) - Shows the player an updated list of players in the region they’re in or on their team. If the region is chosen, the list will display if a player is still available to be recruited or not.

Search + (name) + inspiration - Randomly chooses one of the inspirational quote objects. To print.

Start season - Plays the season. Once this command is chosen, everything is out of the player’s hands. They just have to wait to see the result.

Save - Save the current progress to a pre-designated file.

Open (At start of game) - Opens the save file to begin where things left off.

Tactics - View a list of all tactics available to the player.

?- Displays a menu of options