**PROJECT SUMMARY**

**Story Overview**

**Beginning -** Congratulations! You have just been hired as the athletic director at a prestigious university. Your primary goal is to build a championship caliber basketball team. You must pick the right players, and then train them so that they might bring a trophy home.

**Goal 1 -** Scour three different regions of the country to recruit five different players.

**Goal 2 -** Train your team using the resources available to you.

**Ending 1 -** You win the championship. Congratulations!

**Ending 2 -** You make the championship but lose the game.

**Ending 3 -** You make the playoffs but get eliminated before the championship.

**Ending 4 -** You miss the playoffs.

**Ending 5 -** You get fired before the season begins.

**Objects**

**Player:** (Player Class)

**Entities:** (Athlete Class)

Athletes - 5 from each region (15 total) - each with their own skill level - names and skill levels TBD

**Locations:** (Location Class)

Three regions for recruitment (East, West, and Central) + Campus

**Items:** (Item Class)

Equipment (for training) + Coach + Persuasion tactics (x5 - can be reused) + Gifts (Only one - cannot be reused)

**Storyline**

**Step 1:**

Visit a region (or regions) and persuade 5 athletes total to join your team. This may be any combination of athletes that the player can gather. The skill level of the gathered players will play a large role in the ending of the game.

* Player will use the persuasion tactics to accomplish this. Each player will respond differently to the various persuasion tactics.
  + Each athlete will give a brief statement before you attempt to persuade them. The statement will include clues as to which persuasion tactic will work best.
  + If the player fails to recruit an athlete, they will not have another chance to do so. They have one shot with each athlete.
* The player may also give an athlete a gift. Doing so will automatically convince the athlete to join.
* The player cannot view the skill level of any athletes until they visit a region.
* Once the player recruits 5 athletes, they may not recruit anymore and may not replace the athletes that they have chosen.
* Once the player visits a region, they may not return to that region. If they elect to not recruit a player from that region, they will not have another chance to recruit that player.

OR

ENDING 5 - Fail to persuade enough athletes and get fired.

**Step 2 (IF WE HAVE TIME TO BUILD):**

Use your resources (weight room and coaches) to train your athletes’ (and increase their skill levels).

* Some players will respond better to coaching while others will respond better to weight training.
  + There will be hints as to which type of training each athlete prefers in their original recruiting statement.
  + Athletes will always receive at least one skill point for training; however, if the athlete is trained in the way that they prefer, they will receive three skill points.
* Training will occur over the span of 7 weeks.
  + Each week, the player can train one athlete with a coach and train one with the weight room.
    - The player may choose to assign both training sessions (coaching and weight room) to the same athlete.

Example: **ENTER:** *train AthleteBob coach*

**PRINT:** *AthleteBob gained 1 skill point!*

**Step 3:**

Play the season. At this point, it’s out of the player’s hands. The total skill level of the players will determine how the team does. (ENDINGS 1-4)

* The sum of all athletes’ skill levels will be calculated. There will be various thresholds of sums that will determine the ending.
  + Example:
    - 100 pts= miss playoffs
    - 125pts= playoffs but not championship
    - 150pts= championship loss
    - 200pts= championship win