#To improve, i need to make it so random events kill the proportion of killers too#

import random,tkinter,time

from countries import \*

Natural\_disaster\_chance = int(input("From 0-100, how disaster prone is this place?"))

Simulation\_length = int(input("How long are we simulating for?"))

Bloodthirstyness\_of\_killers = int(input("From 0-100, how bloodythirsty are your killers?"))

country = input("Insert your country")

title = [" An earthquake","a whirlpool","A meteorite shower","A lemon party","A JewRoach","Pneumonic plague", "A Volcano"," Reconnection failure", "9/11\*1000", "A lesbian death march", "A Russian peacekeeping mission","A dirty bomb","A tsunami","A Pucy zombie apocolypse","A wild chair", "My schlong"]

message = "Oh the humanity! Suprisingly frequent and generic natural disaster kills hundreds."

def simulation(Birthrate\_per\_person\_per\_day,percentage\_of\_pop\_killers,Civ\_Population,Killer\_Population):

day = 0

print("Day 0")

print("civs:" , Civ\_Population)

print("killers:" , Killer\_Population)

while day < Simulation\_length:

Natural\_disaster\_death\_count = random.randint(100, 900)

time.sleep(1)

day = day + 1

print("Day",day)

if random.random() <= (Natural\_disaster\_chance/100) :

tkinter.messagebox.showinfo(random.choice(title) + " has struck Theotopia" , message)

if Civ\_Population < Natural\_disaster\_death\_count:

print("SO MANY DEATHS:", Civ\_Population)

Civ\_Population = 0

else:

Civ\_Population = Civ\_Population - Natural\_disaster\_death\_count

print("SO MANY DEATHS:" , Natural\_disaster\_death\_count)

for x in range(0, Civ\_Population):

if random.random() <= Birthrate\_per\_person\_per\_day:

if random.random() <= (percentage\_of\_pop\_killers/100):

Killer\_Population = Killer\_Population + 1

else:

Civ\_Population = Civ\_Population + 1

for x in range(0, Killer\_Population):

total\_minus\_thatguy = Civ\_Population + Killer\_Population - 1

if Killer\_Population == 1 and Civ\_Population == 0:

print(" Yay steve wins")

elif random.random() <= (Bloodthirstyness\_of\_killers/100):

if Civ\_Population != 0:

if random.random() <= Civ\_Population/total\_minus\_thatguy:

Civ\_Population = Civ\_Population - 1

else:

Killer\_Population = Killer\_Population - 1

else:

Killer\_Population = Killer\_Population - 1

print("civs:" , Civ\_Population)

print("killers:" , Killer\_Population)

print('Total civs:',Civ\_Population)

print('Total killers:',Killer\_Population)

simulation(Country\_Data[country]["Birthrate\_per\_person\_per\_day"],Country\_Data[country]["percentage\_of\_pop\_killers"],Country\_Data[country]["Civ\_Population"],Country\_Data[country]["Killer\_Population"])