To do

* Story line, content of up to 7 mins of play time
* Visualisations, how will the characters look, how will the user choose options
* Make the class designs and inheritances more refined. To meet the requirements, of inherence from A -> B ->C. The inheritance of person advisor and king is a little sketch.
* Writing code for class :
* Person
* Advisor
* King
* Spirit
* Pillars of power
* Church
* Wealth
* Army
* People
* Card(scenario)
* Consequences
* Code for
* Time. Cpp
* Writing the project document plan
* Double checking the project requirements are met.

Description of what classes do.

Person -should be used as an abstract class where advisor and other classes are inherited from Person. A person in the game can only show\_Face.

Advisor – Could be banker, general, king’s guard and queen. They can speak to the king.

King – which is the user, can decide, and decisions will have impact on pillars of power. Once king is dead, a new king object is created by the user. User, can set the king’s name . The name must be different than the pervious king’s name.

Reduce\_value and increase value () are used, to increase or decrease a certain variables of a power such as church or Army.

The power of king matters, because the impact of a decision is calculated from

Power \* Reduce\_value, Power\* increase \_value. This is to make the power of king and advisors dynamic and dependant on the game progress. -

Spirit – King will have random encounters with the spirit. Spirit can kill the king. It can also cast a spell, which can impact the satisfaction values .

Pillars of power-

In each power, the satisfaction\_ value is calculated from other variables. The

 values are identified by the below symbols.

Church – satisfaction value is set at max 100, it is calculated from number of churches and wealth of pop. Each of those variables are set at 50.

Wealth – Similar to church

Army – Similar to church

People– Similar to church

Card(scenario)- In each scenario a text and options are presented to the user. There will be an if statement, if a certain answer is chosen certain values are deducted or increased.

Consequence class - This is intended to be activated when one of the satsfiaction\_values are reached to zero and the king is killed or died. This class will show text of how king died followed by a visual.

Time. cpp – This is like the main.cpp. It is the storyline, where different classes and functions are called to progress the game.