Project 2: Sims Rotational Catalog

Definition: "Rotational Gameplay" is a way of playing your game in the Sims video game series. Your save file is split up into several households, each with up to 8 sims. You play one household for a certain amount of in-game days, and then you move to the next. When you play through each household, you start the cycle again. One might want to play each household equally, and they would need a way of keeping track of who was played and who wasn't. Some Sims players want to keep detailed notes about their households and each individual sim, including but not limited to, their name, age, relationship status, occupation, and personality.

Goal: To create a program that catalogs Sims families in a rotational-style queue system, including their name, picture, age, biography, relationship status, familial connections, occupation, and personality.

Requirements (Functional):

* As a Sims rotational player, I want to see which families I have yet to play in my queue and which ones I have already played.
* As a Sims player with multiple save files, I want to have separate files for each rotation queue.
* As a visual player, I want to be able to upload images of my sims to their profile so I can better see who is who.
* As a Sims matchmaker, if one sim marries another, I want to move them into a new or existing household.
* As I play my save file, I want to enter and update info for individual sims.
* As a detailed notetaker, I want my sim info to appear when you click on an individual sim.
* As a Sims rotational player, I want the ability to add and remove households from my rotation.
* As a Sims legacy player, I want to archive deceased sims in a separate "graveyard" list.
* When I create my rotational file, I want to be able to search for family names and sim names in the queue.
* As a Sims matchmaker, I want the ability to compare two Sim profiles and check their compatibility.