**SurvivorScript**

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KEY:

YELLOW=DONE

GREEN=Work in progress

(intro do on your own)

Minimum Viable Product

1. User selects a survivor to play as
   1. Each day, the user will have the opportunity to use 3 actions per day
   2. During voting process, user will have to input who they vote for
2. For every input, we check to make sure the user puts in a number for each choice
3. If someone is the user’s ally, they won’t vote for them during the voting ceremony. Else, there is a chance that they could vote for the user
   1. Using an if/else statement and a random number generator, it will dictate which person someone votes for
4. If you attempt to make an ally and succeed, they will not vote for you during the voting ceremony. If you attempt to make an ally and fail, there is a chance that they could vote for the user
   1. Using an if/else statement and a random number generator, it will dictate which person someone votes for
5. Voting and challenge process utilizes arithmetic operation such as addition and random number generators
   1. Performance level relies on random number generator to choose the user’s performance based on their max performance level to 0.
   2. Depending on choices for the day, doing nothing provides the chance to add strength based as a recovery or lose strength as a weakness
   3. Votes are added up to decide who is voted off
6. There are 2 separate arrays for the 2 tribes – Heroes and Villains
7. A while loop is utilized to create 30 in game days
8. In order to get dialogue for each character after a decision, we read randomly read it from a csv file
9. To apply OOP and Inheritance/Polymorphism, we will create a parent class of survivors, 2 subclasses of Heroes and Villains with objects within

Stretch Goals

1. Make game replayable if the user wants to
2. Append each players’ vote to .txt file to see where each player voted through the game
3. Create an Immunity Idol – This will serve as protection for the player that earns it
   1. One chance per day to find one with the opportunity to play it at tribal as protection against the vote
   2. Once used, it is lost
4. If the user loses the game, then a pattern resembling a skull will print on the screen
   1. This pattern will be printed using for loops and if statements
5. If the user wins the game, then a pattern resembling a dollar sign will print on screen
   1. This pattern will be printed using for loops and if statements
6. Characters will have a trickiness statistic
   1. Higher the trickiness? = higher chance of turning against the group during a vote
7. Abilities to raise stats through action - Chose to do nothing, possible to lose or gain strength
8. Random events/accidents that can affect a player’s stats – guy fell in fire, girl ate raw meat, etc