

# Game Plan V0.01

## Bills

— name —	— description —	— price —
Electricity	electricity used while home (could be anything from lamp to charger)	~
Gas	might be removed.	~
Rent	at the beginning the player has to pay a rent (first day off) and where ever he buys that has rent system	~
Wifi Access (Internet/Connection)	starts to be charged after getting a phone (this will make the player be able to search for products and order them such as food.	~

## Daily Needs

Food/Snacks	Helps in reducing hunger depending on food consumed and the value given by food.
Water	Resets thirst, comes in bottles and is bought in store.
Entertainment	Reduces depression and gives energy to player.

## Variables and Values

—name—	—starter/taken value—	description	duration/delay
Depression	0 — depends	1 every 45 in-game minutes, if phone is bought by player then it becomes 30 in-game minutes. Also if you get fired from a job or get scammed you will be getting a few depression points according to the situation.	45 - 30 minutes.
Food	100 — -1	-1 every 10 minutes, increased greatly if food is eaten in plate or in a restaurant (could also order from the phone). This also lowers depression by a small bit. If player doesn't eat and hunger is lower than 15% the world goes bland (grayscale).	10 minutes, on depression this slows down.
Snacks	0 (connected to food)	After consumption some value of Hunger is lowered and a small bit of depression is recovered. Gives energy, doesn't fill much hunger.	null
Thirst	100	Resets upon drinking a bottle of water, the value could change from the place in and behavior done.	Not set.
Energy	100	Connected with thirst and hunger, also behavior such as Running or Working.	Depends