**User Story: Start Menu**

There is a start menu. There is a play button. There is a "view high scores" button. There is an exit button.

**User Story: High Scores**

There is a purge high scores button, and a return to main menu. Max high score count of 5. When another high score larger than one on the board is earned, lowest is knocked out and the rest are shifted downwards.

**User Story: Play new game**

User selects randomly generated game or to create a character.

**User Story: Character**

Types in the name of their character. Leads to the character attributes menu.

**User Story: Character attributes**

A character has various attributes. These might include: gender, strength, intelligence, charisma. Every character has strength/2 health points rounded down.

**User Story: Location**

The user chooses one of a few different locations in the United States for the character. Geographically based, with factors of region for natural disasters (and politics).

**User Story: Choose group members**

Might be added later. Wife, kids, divorced perhaps. Dependents aside from wife having a chance to have a job, This would require babysitters though.

**User Story: Initial purchases**

Starting cash will be decided based on a dice roll and their Initial job. Percentages based upon the salary of their starting job. Then they will get a chance to go shopping at the store to buy food, clothing, bicycle or a car, gas, or lottery tickets.

**User Story: Character confirmation**

Confirm that everything is correct. Leads to the “Day Start” story screen.

**User Story: “Day Start” Story Screen**

This screen will display random events from the day before, perhaps from the newspaper, tv, radio etc. These events will affect you for the remainder of the game, or until dealt with. This screen will only have a button to “Start your day” and will be the beginning point of every day (which each day counts as one month of the presidency.)

**User Story: Days**

Each day will be representative of a month, the days will be 24 hours and each day there will be an opportunity for random events based on your location and perhaps some past action.

The amount of how many terms you choose to play will determine how many “days” you must survive for. On a daily basis the user may choose to do a number of things, such as go to work. The user is able to gain karma points and "butterfly effect" points. There is a day counter. There is a physical and mental health counter for the leader, death of group members can hurt your sanity of course. There are a number of stats counters, such as food, karma, wealth, income, and so on. There are a set of subgames that the user may choose to play. Is there a certain number of actions that a user is allowed during each one-day period?

**User Story: Sub-Games**

Sub-games might deal with the user's need to survive. In the original OT the sub-games included hunting, fording a river, and so on. Sub-games might include: buying food at the supermarket; clothes shopping; gardening; getting to work (e.g. walk, bike, drive...); attending social events (school, neighborhood committee, block party, church, school board meeting...); attempt to impeach Trump; etc.

**User Story: Survival**

The user has to survive detrimental effects of Trump’s Presidency. Survival will be determined by things such as the health bar, or sanity bar and even by random events.

**User Story: Detrimental effects of Trump**

There is a zombie apocalypse… Global warming… Running out of food… Nuclear war… Closed borders… Military or CIA coup d'état… The U.S. government is turned into a game show… Martial law implemented… Curfew implemented… Godzilla Trump… Rogue AI...Bears attacking schools… USA becomes Russia’s puppet(trigger government intervention and cold war restart)...Fire(rent new home, possibly lose some inventory items?)... Natural disasters and government's ability to weather the storm…

**User Story: Influence points**

The users attribute points will affect how influential the character is, the attributes being strength, charisma, gender and intelligence. Depending on how high or low your attributes are (or gender) you can influence events/situation for better or worse.

**User Story: Butterfly Effect**

Similar to luck. The user tries to survive on a daily basis. However, the user also tries to gain influence in their household, neighborhood, city government, workplace, school, church. By gaining influence in these places they work to counteract DT.

**User Story: Karma points**

Karma points will converge towards zero, but they will increase from acts such as donating to a beggar, or working at a soup kitchen. They will act as a sort of luck, causing bad events to be slightly less likely and good events more likely.

**User Story: At work**

Fast forward through 8+ based on driving or walking to work. Talking to your boss. Hanging out at the water-cooler.

**User Story: At Store**

When the character goes to the store the user will be able to purchase things such as food, seeds (for gardens) and possibly weapons.

**User Story: End of Game**

Depending on the length that you play (1 term, 2 terms or Dictatorship) the end of the game may not come at all. But, if you choose a definite length then at the end of the game it will show your “Stats”. Meaning what your attribute points were, your score, dependents and etc. It will give a status of the US with respect to economic strength and overall approval of the citizens.

**Possible Feature List**

**User Story: More sub-game ideas (possible feature)**

Twitter; watch YouTube videos; battling lobbyists and corporate interests; opensecrets.org campgain finance lobbying data; environmental data; save Lincoln from assassination by John Wilkes Booth and Kennedy from the assassination by LHO; etc.

**User Story: Choosing attributes (possible feature)**

The user is allowed to use some points of "choosing". As this is going on the game is continuously adding "automatically" generated random character attributes and content. For example, if the game has one-hundred attributes for a character then let the user pend ten points to decide on ten of those one-hundred. As this choice process is taking place the game is randomly choosing other attributes to fill in.

**User Story: Other character attributes (possible feature)**

Consider sexuality, race, ethnicity, occupation, political party affiliation, religious views, ethical outlook (e.g. Divine Command, Kantianism, Virtue Ethics, Ethical Egoism), ideas on morality, etc.

**User Story: Location, Dynamic Location (possible feature)**

The program will be able to place the character in a location automatically based on the average type of character, which is based on the characters list of attributes and partially automatically generated back-story. For example, if the character is Catholic then they will have a higher chance of being in the Northeast US. The user selects a type of community for the character: suburban; urban; rural; and so on. The user selects the type of dwelling: five-story walk-up; high-rise; ranch house; mansion; and so on.

**User Story: Game learns, e.g. machine learning (possible feature)**

Assume there are 10,000 random news events, Twitter feed messages, etc. How would they affect 10,000 random occupations? Allow the game to learn based on user teaching (i.e. users train the game).