**Code Review Inputs:**

* Attempt to split up the code from one document **[partially finished]**
* What does Pygame.time do (explain in comment) **Done**
* Explain .unicode (comments likely) **Done**
* import files instead of long code
* get the pygame window to label itself as “trumpocalypse” **Done**
* reduce duplication in the text size menus
* Make health simpler and clearer for user **DONE**
* Play with color scheme perhaps
* Book at store to describe vehicles, etc. maybe stat boost?
* Daily to do list, for events/requirements?

**Character.health -= \_\_\_**

When the month rolls over and all active events are processed.

When the month rolls over and daily\_things happens.

When user first "activates" an event on EventScreen, it fires one time.

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Mauled at work …?

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**-1 food per day, if no food -1 HP.**

**At the end of doing all of the mods… tell the user the character's current status… and at the same time display the FirstAidKits alert or DeathAlert if character is dead.**

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game\_state.game.day.end\_mods()

game\_state.game.character.inventory.use\_daily\_items()

game\_state.game.locations.restock\_stores()

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# Mod stores.

def restock\_stores(self):

for location in self.locations:

for store in location.stores:

store.inventory.restock\_daily\_items()

**(Not super important right now, but needs to be done at some point) Have to add in high score calculation for end game**

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**Overthrow govt option at election time (reach goal)**

# Chances of successful overthrow?

# 10% base chance + \_\_\_\_\_\_\_\_\_\_\_\_\_ .

# +5% chance for each K=1 or I=1 or B=1 … up to +20%

# +1% chance for each HP > base HP … up to 5%…

# +1% chance for each Intelligence > base Intelligence … up to 5%…

# +1% chance for each Strength > base Strength … up to 5%…

# something about Trump's health / anger …

# Costs of overthrow?

# Win overthrow = points

# Lose overthrow = Lose the Game

**Add items to fight effects of events. Similar to first aid kit to fight death.**

See Programming TODOs #9 (<https://docs.google.com/document/d/1DcmAoJAivDuh1i43Zne5URcIWtVoKRtGylFAAE7EgIc/edit#heading=h.5t8rl8gt9f7o>).

**Fight Effects:** e.g. guns for zombies.

Maybe using four guns when zombie happens… each time it counteracts -1 of zombie detrimental effects. So zombie is: {"hours":-4,"sanity":-2,"income":-5000}. So use a gun to: chance(hours-1 OR sanity-1 OR income-1000). If hours, hours = -3. If sanity, sanity = -1. If income, income=-4000. Unless it is at zero. then it "fails" to work.

These levels stay until the event is over (months remaining = 0). So to completely counteract zombies… you need at least 4+2+5=11 guns. And then it is chance. So, not like it is actually 11. That would be like a treatable disease: There is a way to completely get rid of it but it still has a few lingering side effects.

Assumption: On gun.use: gun.amount -= 1.

Questions:

* Would using some items require anything? Such as hours?

**Food in store inventories is going minus.**