INFO: THIS IS JUST A SKETCH, THIS WILL GET UPDATED ALONG THE DEV

**NEW:**

**Character Stats -> Advantages in conversation with NPC or**

* Intelligent
* Charisma
* Leadership

**Mini Games**

* per quest

**Principles:**

* Keep It Simple Stupid (KISS)
* SOLID
  + Single Responsibility Principle (SRP)
  + Open-Closed Principle(OCP)
* Inheritance
  + Multilevel Inheritance
  + Hierarchical Inheritance

Naming Convention:

1. Came Case for Fields i.e. currentYear
2. Private Field with Underscore: i.e. \_budget
3. Pascal Case for Properties: ie. CurrentYear

Requirements for the game logic, utilities, and class relationships:

**Utilities:**

* SlowTextDisplyer()
* GameUtility
  + Init Districts
    - Init NPC
      * Init Quest
  + Init Player

**Classes:**

* **Player**
  + Fields
    - name
    - score
    - location
  + Method
    - CompleteQuest(Quest quest)
      * handle the completion of the quest
        + update player.Score
* **City** 
  + Fields
    - name
    - terrain
    - desc
    - budget
    - currentYear
    - pollutionLevel
    - happinessLevel
  + Methods
* **District**
  + Fields
    - name
    - population
    - happinessLevel
    - NPCs (List<NPC>)
  + Methods
* **NPC** 
  + Fields
    - name
    - Quest (List<Quest>)
* **Quest**
  + Fields
    - name
    - desc
    - reward
    - isCompleted
* **RandomDisaster**
  + Fields
    - name
    - desc
    - impactBudget
    - impactPollution
    - impactHapiness
* **GameManager**
  + **Methods()**
    - Greet
    - CommandListener
      * Help
      * Move
      * Quest
* **MiniGames**
  + int pk
  + GameLogic()