Final Project Proposal
High School 2.0

We will endeavor to create a role-playing, text-based game in which we redefine social classes in the worst place in existence- high school. In the first stage of the game, each player is sorted into a certain "type" of person based on their reactions to a multiple-choice quiz. These "types" would be based off of typical high school characters as defined by pop culture (ie. Mean Girls; High School Musical; etc).

Types of Students:
- Cheerleader
- Nerd
- Theatre diva
- Skater(boy)
- Jock
- Weirdo

Inheritance Tree:
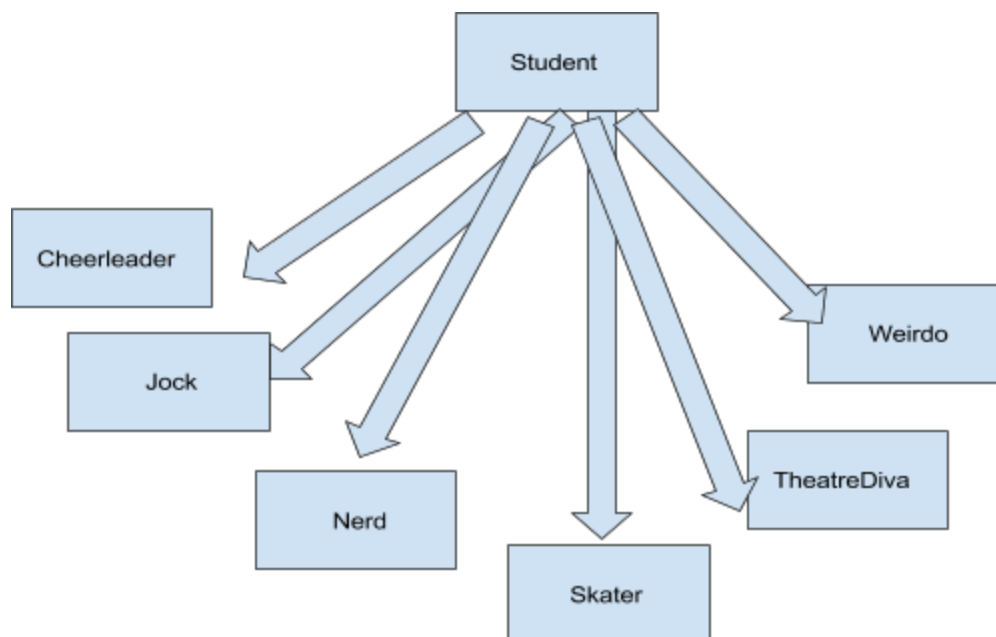
- Uses the concepts of polymorphism and inheritance.
- Based on the type of persona would, a different set of responses based on who you are.
- Scenarios would be pre-determined and chosen randomly during game-play from an array that stores possibilities.
- Utilize file reading and csv data to store player high scores. We would then use binary search to compare to the highest score of other people who played.

Prioritized to do list:
- Create superclass Student, and subsequent (6) subclasses.
- Work on developing core methods of Student and achieving functionality.
- Review previous homeworks (like YoRPG) in order to understand the structure of a driver class file.
- Compose a driver class file that will be helpful in testing functionality of other classes.
- Test incrementally.
- After achieving a working version, look to stretch with work with csv files and file reading.

Timeline:
1) Review driver files, and solidify understanding on abstract methods and polymorphism.
2) Set up working class files for all super/sub classes and Woo.java.
3) Work on defining abstract methods in class Student.
4) Work on driver file to be able to test newly written methods.
5) Start working on each superclass at a time.
6) Finish driver file.
7) Robustify code.
8) Explore csv files and file reading.
9) Implement high score storage system.
10) Test, test, test.