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).

The first step of implementing this project would be to plan out our class hierarchy (eg Cheerleader, Nerd, Jock, etc). This plays the concepts of polymorphism and inheritance. The most general class would be Student, which would be subdivided into Male and Female. Further class divisions would specify the type of high-school persona. Based on the type of persona would we then craft 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. If statements would then return possible responses for the player to choose based on array index. As for our stretch, we would 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.

Game play would involve a) a quiz to classify the player as a specific class and b) a text-based roleplaying game. Each turn would involve the player choosing from the provided responses to a randomly chosen situation such as, "You are invited to a party!!". Your choices can affect your stats such as popularity, friendships, intelligence, and overall high-score. Our methods in the various classes would change these variables.