High School 2.0
UML diagram

Woo

- int day
- boolean gameOver
- Student player
- int eventCnt

+   void newGame()
+   boolean playTurn()
+   void setDay()
// if eventCnt%5 ==0

Student

+   String name
+   double socialStat
+   double popularity
+   int friendCount
+   int physHealth
+   int mentHealth
+   int intelligence

+   void setName(String newname)
// mutators for all other attributes
+   String toString()
+   double score()
+   int chooseScene()
+   Int getDay()

Student

Goth
// extends Student
//attributes and mutator methods specific to persona
-     String[][] sceneDay1
* 6 more scene arrays (other days)

+   void gothMinigame()

Weirdo
// extends Student
//attributes and mutator methods specific to persona
-     String[][] sceneDay1
* 6 more scene arrays (other days)

+   void weirdoMinigame()

Athlete
// extends Student
//attributes and mutator methods specific to persona
-     String[][] sceneDay1
* 6 more scene arrays (other days)

+   void athleteMinigame()

Nerd
// extends Student
//attributes and mutator methods specific to persona
-     String[][] sceneDay1
* 6 more scene arrays (other days)

+   void nerdMinigame()

Thespian
// extends Student
//attributes and mutator methods specific to persona
-     String[][] sceneDay1
* 6 more scene arrays (other days)

+   void thespianMinigame()

**Note that there will be 7, persona-specific String[][] scene arrays. For each day there are 9 possible events and 3 corresponding responses for each event. The index of the response chosen by the user would, in turn be used to mutate attributes.