Theodore_Fong_Project_1_Design_Document
by Theodore Fong for W200

"A Night at Scooters"

Background: The goal of this game is to have a great night. You can raise your fun meter throughout the night through different activities such as karaoke, dancing, drinking, or playing games. Your fun meter can go down though by unfortunate luck which increases as you drink more alcohol. "The Scoots is loose"; can you make your night one great night?

This will be an object-oriented programming project as the game will involve the ability to pick a name with a variation in gameplay based upon how much alcohol consumed and what activities one wishes to conduct. Time will be a limiting factor as each activity advances how much time has passed throughout the night and each activity will have their separate classes. Random chance will be involved within each activity to simulate the chance that things don't always go as expected and when drinking alcohol, actions tend to become more extreme in a good or bad way. At the end of the night, your fun meter will result in how happy you are at the end of the night.

Note: This program will be "PG-13" and no references to sexual conduct, specific drugs, or violence will be referenced.

Instructions:

1. Users will have the choice to play the game through the main menu and customize their character with a name.

2. Users will then be allowed to choose between singing karaoke, dancing, playing a ba game, drinking, and going home.

3. Users will be prompted by a series of choices depending on what activity they wish to conduct. Each activity choice has chance incorporated where they might raise their "fun" meter or be unlucky and have it go down.

4. Users will have between 6 "virtual" hours between 8PM and 2AM to make decisions to raise their fun meter.

5. Users can "End the night" by leaving the bar where their outcomes are based upon their fun score. Then they will be shown the credits and go back to the main menu.

Classes and methods:

person

__init__(self, name)

Initial variables

drink(self, drink_number)

Takes a drink and adds to your drink_lvl to calculate your BAC. Then, calculates luck based upon how high your BAC is. As luck increases, the outcomes of each activity becomes more extreme since

when people get drunk, their actions tend to become really good or bad, but hardly in between.

get_time(self, change)
Records how long the night has been and presents the time in military time format. This function will also sober you one drink for every hour once you are drinking.
fun(self, fun_change, time_change=5)
Measures changes in the fun level and displays the status of how much time has passed and what your current fun level is.
end_night(self)
This method will end the night and display how you performed.

karaoke(person)
sing(self)
Allows the user to choose a song genre and then calls that method
sing_slow(self)
sings a slow song with different outcomes based on luck
sing_pop(self)
sings a pop song with different outcomes based on luck
sing_foreign(self)
sings a foreign song with different outcomes based on luck
sing_random(self)
sings a random song with different outcomes based on luck

bar_game(person)
play(self)
Allows the user to choose a bar game to play
pool(self)
Play a game of pool with different outcomes based on luck
darts(self)
Play a game of darts with different outcomes based on luck
shuffleboard(self)
Play a game of shuffleboard with different outcomes based on luck
foosball(self)
Play a game of foosball with different outcomes based on luck
cornhole(self)
Play a game of cornhole with different outcomes based on luck

drinking(person)
__init__(self)
Calls the name variable from the person class
drink(self)
Simulates going to a bar and ordering a drink. Users have several options to choose which can increase your BAC if there is alcohol present and increase your fun level. It takes 5 minutes to drink a

drink due to waiting in line to order, the preparation of the drink, and then finishing your drink.

dancing(person)
- dance(self)
  - Allows the user to choose a type of dance to perform
- jumping(self)
  - Jump to dance with different outcomes based on luck
- grinding(self)
  - Grind with people with different outcomes based on luck
- breakdance(self)
  - Breakdance with different outcomes based on luck
- two_step(self)
  - Do the Texas Two-Steps with different outcomes based on luck
- shuffle(self)
  - Shuffle with different outcomes based on luck

Key Features:

-Fun level. At certain thresholds, the night would be a happy or sad night. Fun can be affected by every activity to include consuming to much alcohol and having to take a taxi home.

-Chance. There will be random chance to every activity that it may not end up as expected, leading to a change in your fun level and an unexpected twist. This will be measured by your luck factor. Luck increase as your BAC increases.

-Ending the night. Users may choose when to end the night so they can try to maximize their fun or perhaps quit while they are ahead.

Summary:

This project proposal should meet the intent of Python W200 Project 1, because it will have more than 3 classes interacting with each other as objects. The game should be a fun demonstration of my understanding of python so far through the use of classes, objects, and coding in PEP-8 style.