

TommySim: Intro to Objects

in list [Exercises](#)

Description

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☒ Add Food

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- ☐ Add in a food variable in city
- ☐ Make it so that each villager must eat 1 food per day or die
- ☐ Add in a gather food method for villagers
- ☐ Make Scavenging turn up food
- ☐ Set starting to food to 10 at the start of the game

☒ Add Win Conditions

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- ☐ Win at 10 villagers, at the start of each turn check if the population is 10, if so, then you win!
- ☐ Build a Castle, add in a command to build a castle which will cost 20 wood. At the start of each turn check if a castle has been built, if so you win!

☒ Add Hazards

[Delete.](#)

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- ☐ Make Disease occur that has a small percent chance of killing a villager, spoiling food, or spoiling water
- ☐ Have there be a random chance that filthy barbarians show up and kill a few villagers

Activity

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