Whirlypigs-A game unrelated to the Philly food truck.

The object of this game is to keep the pigs in the air. There exists a fan, more like an air cannon, powerful enough to keep the family pigs aloft, but only when they’re wearing their dedicated parachutes and harnesses. The player can move the fan underneath one pig at a time, choosing which needs the most altitude assistance. This is a text based game, though I intend to depict the poor piggies’ position graphically, more or less.

class: pig

Describes the floating or falling pigs.

attributes-

wingspan -affects fall rate and possibly neighboring pigs

weight-relates to impact/reaction from fan

name- User generated or one of the 6 above

symbol-how it's printed each move(@#$&) '.o.'

position-horizontal position in field (index)

Altitude-scale:1-10

Fall- fall rate- if first turn falling,falls more slowly \*see .grav)

methods-

.descend (fall) - determines pig’s fall distance each turn, returns “down”

.ascend (weight, wingspan, position, gameplay.fan (on/off), fan.position)- calculates “up”

.alt (alt,up,down)- calculate new altitude

.grav- calculate fall rate,, returns .fall

class: fan

Describes the position and power level of the fan

attributes-

position-horizontal position in field (index)

remaining power- fan, when on, uses 1 power unit per turn. When moving, it uses 1 power unit (if it is on) per space moved. The power starts at 4 units, max 10 units

Mobility- position units the fan can move, depends on power

methods-

.pwr- calculate power (units used last turn between movement/powered)

.recharge- power recharges 4 units every 5 turns. Can stack up to max. Returns new power level

class: gameplay

attributes-

turn- counter

action- chosen action of player (move fan, etc)

airpigs- # of pigs in the air

Fan-on/off