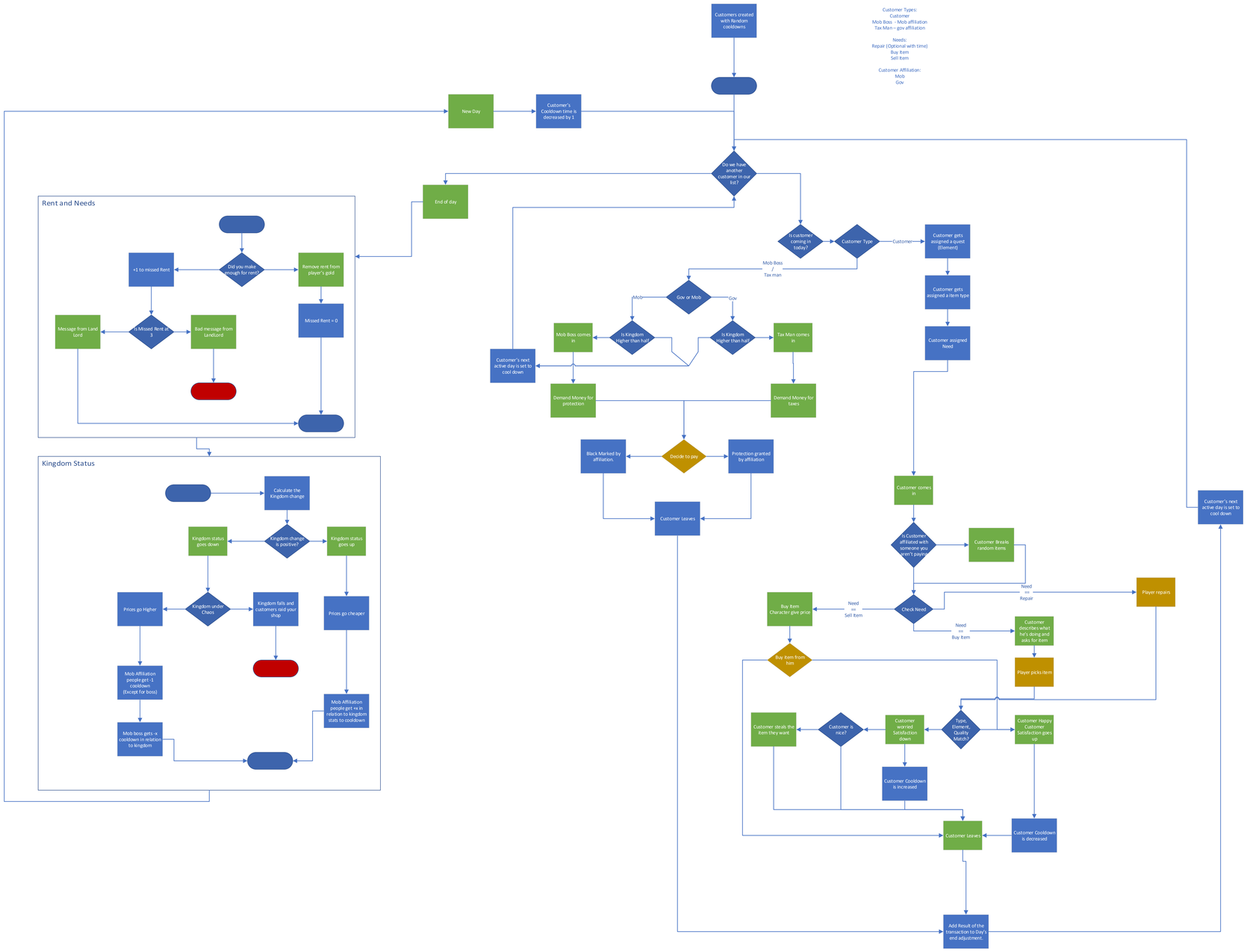
Customers created with Random cooldowns
Customer Types:
Customer
Mob Boss - Mob affiliation
Tax Man – gov affiliation
Needs:
Repair (Optional with time)
Buy Item
Sell Item
Customer Affiliation:
Mob
Gov
New Day
Customer's Cooldown time is decreased by 1
Do we have another customer in our list?
End of day
Is customer coming in today?
Customer Type
Customer
Customer gets assigned a quest (Element)
Customer gets assigned a item type
Customer assigned Need
Mob Boss / Tax man
Gov or Mob
Mob
Gov
Is Kingdom Higher than half
Is Kingdom Higher than half
Mob Boss comes in
Tax Man comes in
Customer's next active day is set to cool down
Demand Money for protection
Demand Money for taxes
Decide to pay
Black Marked by affiliation.
Protection granted by affiliation
Customer Leaves
Customer comes in
Customer's next active day is set to cool down
Is Customer affiliated with someone you don't pay?
Customer Breaks random items
Check Need
Need == Repair
Player repairs
Need == Sell Item
Buy Item Character give price
Need == Buy Item
Customer describes what he's doing and asks for item
Player picks item
Buy item from him
Customer steals the item they want
Customer is nice?
Customer worried Satisfaction down
Type, Element, Quality Match?
Customer Happy Customer Satisfaction goes up
Customer Cooldown is increased
Customer Leaves
Customer Cooldown is decreased
Add Result of the transaction to Day's end adjustment.
Rent and Needs
Did you make enough for rent?
+1 to missed Rent
Remove rent from player's gold
Is Missed Rent at 3
Message from Land Lord
Bad message from LandLord
Missed Rent = 0
Kingdom Status
Calculate the Kingdom change
Kingdom change is positive?
Kingdom status goes down
Kingdom status goes up
Kingdom under Chaos
Prices go Higher
Kingdom falls and customers raid your shop
Prices go cheaper
Mob Affiliation people get -1 cooldown (Except for boss)
Mob boss gets -x cooldown in relation to kingdom
Mob Affiliation people get +x in relation to kingdom stats to cooldown