

Introducing ...

The SUTDent Life Simulator

Group 9D

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LIFE SIMULATOR



WHY THIS GAME ? ?

Many SUTDents have trouble managing their time in school.





OBJECTIVE

To create a game that helps SUTDents improve their time management skills.



OUR GAME :

An interactive, choose-your-path simulation game, which immerses players in scenarios mirroring real-time dilemmas faced by university students, showcasing the different outcomes to the daily decisions that they make



OUTCOME

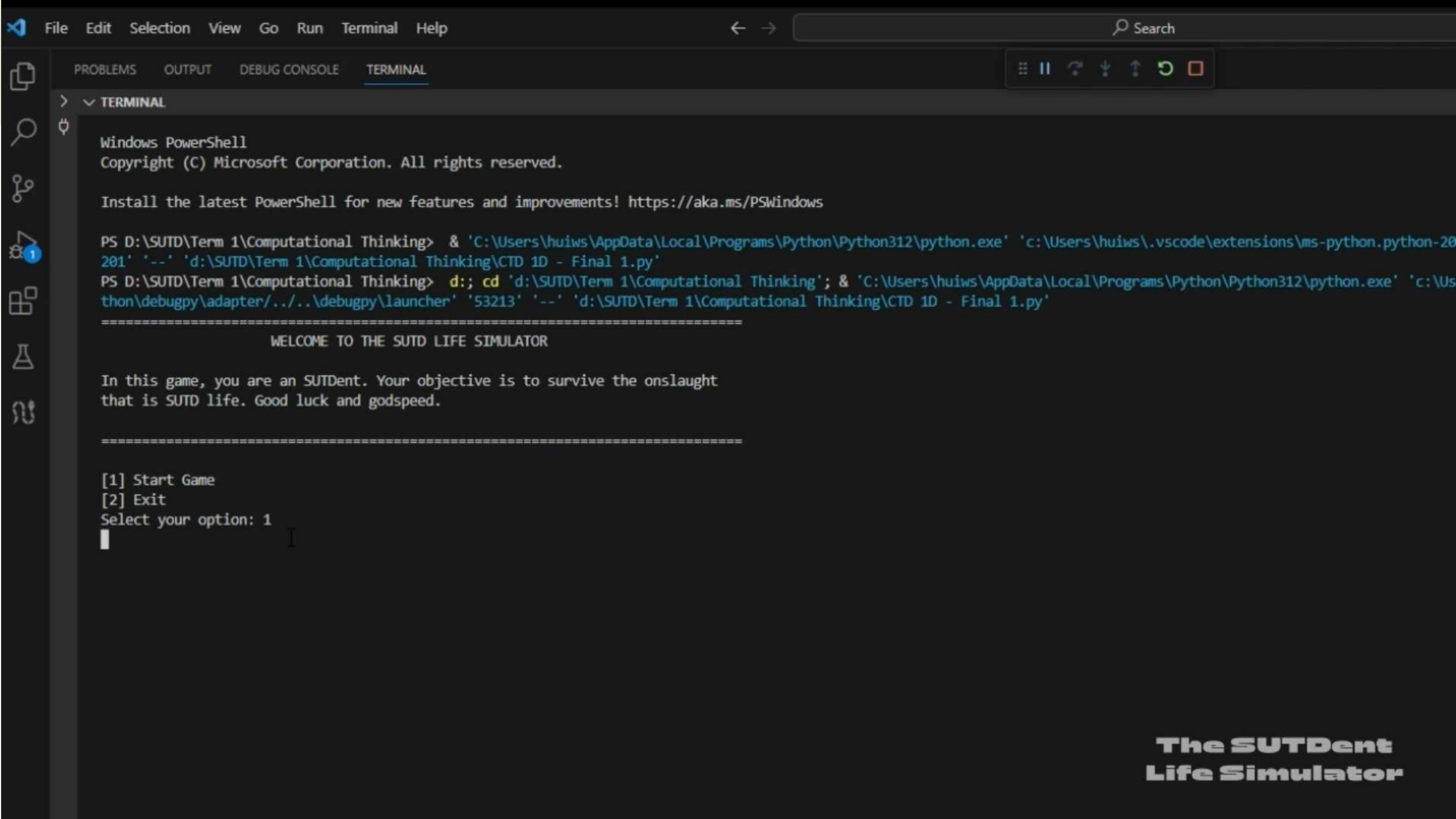
**Help SUTDents grasp the significance of their decisions and
acquire valuable insights into crafting efficient time
management strategies.**





VIDEO TIME !!





> ▾ TERMINAL



Windows PowerShell

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Install the latest PowerShell for new features and improvements! <https://aka.ms/PSWindows>

```
PS D:\SUTD\Term 1\Computational Thinking> & 'C:\Users\huiws\AppData\Local\Programs\Python\Python312\python.exe' 'c:\Users\huiws\.vscode\extensions\ms-python.python-20201' '--' 'd:\SUTD\Term 1\Computational Thinking\CTD 1D - Final 1.py'
```

```
PS D:\SUTD\Term 1\Computational Thinking> d:; cd 'd:\SUTD\Term 1\Computational Thinking'; & 'C:\Users\huiws\AppData\Local\Programs\Python\Python312\python.exe' 'c:\Users\huiws\.vscode\extensions\ms-python.python-20201\debugpy\adapter\..\..\debugpy\launcher' '53213' '--' 'd:\SUTD\Term 1\Computational Thinking\CTD 1D - Final 1.py'
```

=====

WELCOME TO THE SUTD LIFE SIMULATOR

In this game, you are an SUTDent. Your objective is to survive the onslaught that is SUTD life. Good luck and godspeed.

=====

[1] Start Game

[2] Exit

Select your option: 1

|

**The SUTDent
Life Simulator**

START MENU

greet the player to start the game

```
=====
                                WELCOME TO THE SUTD LIFE SIMULATOR

In this game, you are an SUTDent. Your objective is to survive the onslaught
that is SUTD life. Good luck and godspeed.

=====

[1] Start Game
[2] Exit
Select your option: █
```


MAIN MENU

consists of our actions and miscellaneous options

```
=====
Day:2, Tuesday                               Free Time: 6
=====

Actions (Hours will be subtracted off your free time)
[1] Study
[2] Hang Out with Friends
[3] Exercise
[4] Go for Fifth Row
[5] Nap
=====

Miscellaneous Actions
[6] Check SUTDent Tasks
[7] Show Stats
[8] Instructions
[9] Sleep (End the Day)
Select your option: 
```

```
while exitvar == 0:
    while menuPage == 1:
        try:
            hours = days[getDayNo()][1] - hoursSpent
            clearOutput()
            randNo = random.randint(0,100)
            if randNo > 35 and sleep == True:
                sleep = False
                randEvent = random.randint(1,len(events))
                function_name = events[randEvent]
                result = eval(function_name + "()")
            taskFailTest()
            deathCheck()
            menu2()
            option = int(input("Select your option: "))
```

INSTRUCTIONS MENU

There is a limited amount of time(hours) that you have in each day of the game.
and a set of actions that you can choose to do with that time. It's up to you
to decide on how you want to use your free time.

HOW TO GAIN POINTS

- [1] Study: 1 Hour = 1 Knowledge
- [2] Hang Out with Friends: 1 Hour = 1 Social
- [3] Exercise: 1 Hour = 1 Physical Health
- [4] Go for Fifth Row: 1 Hour = 0.5 Knowledge + 0.5 Social
- [5] Nap: 1 Hour = 1 Mental

RANDOM EVENTS

At the start of each day, there can be a random event that will be thrown at you.
It can affect your statistics either positively or negatively, and there is nothing
you can do about it. Welcome to the uncertainties of life!

HOW TO QUIT

If you want to drop out of SUTD (or in other words, stop playing), feel free to
to end the kernel.

=====
Press enter to return █

STATS OF GAME

To see them we select the “show stats” option

```
def tasks():
    ls_tasksW1 = list(tasksW1.keys())
    ls_tasksW2 = list(tasksW2.keys())
    ls_tasksW3 = list(tasksW3.keys())
    ls_tasksW4 = list(tasksW4.keys())
    print("\nYou have the following tasks:")
    print("=====")
    print("Week 1 Tasks:")
    print(ls_tasksW1[0])
    print("Deadline: Day {}".format(tasksW1[ls_tasksW1[0]]['deadlineDay']))
    print("Requirements: {} knowledge points".format(tasksW1[ls_tasksW1[0]]['req']))
    print("Status: {}".format(done_status(tasksW1, ls_tasksW1[0])))
    print("")
    print(ls_tasksW1[1])
    print("Deadline: Day {}".format(tasksW1[ls_tasksW1[1]]['deadlineDay']))
    print("Requirements: {} knowledge points".format(tasksW1[ls_tasksW1[1]]['req']))
    print("Status: {}".format(done_status(tasksW1, ls_tasksW1[1])))
    print("")
    print("=====")
```

```
=====

Here are Your Stats!
Your social stats are: 20.0
Your knowledge stats are: 20.0
Your physical health stats are: 20.0
Your mental health stats are: 20.0
Press enter to return
```

GAME ACTIONS

To gain stats, we select actions , and it prompts us to enter the hours spent. And the hours spent would equate to the amount of stat points we gain.

```
Actions (Hours will be subtracted off your free time)
[1] Study
[2] Hang Out with Friends
[3] Exercise
[4] Go for Fifth Row
[5] Nap
```

```
=====
You have 6 free hours
How many hours do you want to study for? (Enter 0 to go back): █
```


RANDOM EVENTS

occurs with a 65% probability after we press sleep to move to the next day & will increase / decrease stats points

```
def headverypain():  
    print("=====\\n")  
    print("Oh nooo you have a terrible headache!!!\\n")  
    print("Your mental health goes down by 5!\\n")  
    cont = input('Press enter to continue: ')  
    mental[1] += -5
```

```
=====\\n  
  
Oh nooo you have a terrible headache!!!  
  
Your mental health goes down by 5!  
  
Press enter to continue: |
```

NUMBER GUESSING GAME

(within our random events)

requires the player to guess the correct number to gain points.

```
=====
```

```
You have been asked to guessed a number between 1 to 10, you have 3 tries!  
If you fail, you looseeeee haha.
```

```
Please input your number! 2
```

```
Attempt number: 1
```

```
Too low. Try again.
```

```
Please input your number! 5
```

```
Attempt number: 2
```

```
Too low. Try again.
```

```
Please input your number! 7
```

```
Attempt number: 3
```

```
Too low. Try again.
```

```
Sorry, you lost the game, minus 5 social points for youn
```

```
Press enter to continue: █
```

```
=====
```

```
You have been asked to guessed a number between 1 to 10, you have 3 tries!  
If you fail, you looseeeee haha.
```

```
Please input your number! █
```

COMPLETION OF TASKS

To successfully complete the game, we would need to complete the tasks in order to “graduate”.

You have the following tasks:

```
=====
Week 1 Tasks:
Physics Homework 1
Deadline: Day 5
Requirements: 15 knowledge points
Status: Not completed

Math Homework 1
Deadline: Day 7
Requirements: 25 knowledge points
Status: Not completed

=====
Week 2 Tasks:
Physics Homework 2
Deadline: Day 12
Requirements: 40 knowledge points
Status: Not completed

CTD Quiz 1
Deadline: Day 14
Requirements: 53 knowledge points
Status: Not completed
```

```
def tasks():
    ls_tasksw1 = list(tasksw1.keys())
    ls_tasksw2 = list(tasksw2.keys())
    ls_tasksw3 = list(tasksw3.keys())
    ls_tasksw4 = list(tasksw4.keys())
    print("\nYou have the following tasks:")
    print("=====")
    print("Week 1 Tasks:")
    print(ls_tasksw1[0])
    print("Deadline: Day {}".format(tasksw1[ls_tasksw1[0]]['deadlineDay']))
    print("Requirements: {} knowledge points".format(tasksw1[ls_tasksw1[0]]['req']))
    print("Status: {}".format(done_status(tasksw1, ls_tasksw1[0])))
    print("")
    print(ls_tasksw1[1])
    print("Deadline: Day {}".format(tasksw1[ls_tasksw1[1]]['deadlineDay']))
    print("Requirements: {} knowledge points".format(tasksw1[ls_tasksw1[1]]['req']))
    print("Status: {}".format(done_status(tasksw1, ls_tasksw1[1])))
    print("")
    print("=====")
```

OUTPUT

_____ produced when we have enough knowledge points to satisfy the task requirements by a set time

```
=====
Physics Homework 1 was due yesterday. Congratulations on successfully submitting your assignment!
=====
Day:6, Saturday                                Free Time: 12
=====
```


OUTPUT

produced when we do not have enough knowledge points to complete the task at the set time

```
=====
Math Homework 1 was due yesterday. Unfortunately, you were unable to complete the assignment.
You currently have 1 failed assignments.
=====
Day:8, Monday                                Free Time: 6
=====
```

ELIMINATION FROM GAME

Our game only allows for 3 failed submissions, if we fail beyond the limit, the game ends.

```
=====
Physics Homework 2 was due yesterday. Unfortunately, you were unable to complete the assignment.
You currently have 3 failed assignments.
=====
```

GAME OVER

You were unable to academically sustain yourself in SUTD...Goodbye, my friend...

Would you like to try again?

[1] Try Again

[2] Exit

Select your option:

ELIMINATION FROM GAME

This output is produced when we are eliminated due to one stat going below a certain set threshold.

```
# what happens if a sudden death - amiric
def suddenDeath():
    print("=====\n")
    print("GAME OVER")
    if money[1] < 0:
        print("You don't have enough money to buy your next meal...")
    if social[1] < 0:
        print('You became a shut-in...')
    if physical[1] < 0:
        print('Oh no! You are no longer physically fit to continue studying...')
    if mental[1] < 0:
        print('Uh oh... Due to mental health reasons, you might have met your untimely end...')
    if hwFailCount >= 3:
        print('You were unable to academically sustain yourself in SUTD...Goodbye, my friend...')
    gameExit()
```

```
GAME OVER
Uh oh... Due to mental health reasons, you might have met your untimely end...
Would you like to try again?
[1] Try Again
[2] Exit
Select your option: █
```

ENDING OF GAME

appears after day 28 when we made it through without dying

```
#social=social[1]
social_ending = {1: 'IT Girl / IT boy !! everybody wanna be you ', 2: 'You are well-liked by many! Congrats',
                 3: 'You made some friends and fit in okay', 4: 'You only have a few friends and thats fine :)',
                 5: 'Oh no... you are a loner :('}

def socialEnding():
    if social[1]>100:
        return (social_ending [1])
    elif social[1]>=85:
        return (social_ending [2])
    elif social[1]>=50:
        return (social_ending [3])
    elif social[1]>=30:
        return (social_ending [4])
    elif social[1]>=0:
        return (social_ending [5])
    else:
        return (None)
    pass
```

```
=====
THANK YOU FOR PLAYING!
THE GAME HAS ENDED
=====
DAMN you have a sexy and fit body !
You always have a great peace of mind
IT Girl / IT boy !! everybody wanna be you
otw to become valedictorian
=====
You have reached the end of the game
Press enter to continue.█
```

```
=====
THANK YOU FOR PLAYING!
THE GAME HAS ENDED
=====
OH NO!! you have to be hospitalised
Knock knock... IMH is calling
You made some friends and fit in okay
graduated with honors
=====
You have reached the end of the game
Press enter to continue.█
```