

THE SIMS



BUT MAKE IT CLI









IF YOU KNOW, YOU KNOW

Created by Emily Mills © 2020

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Welcome to The Sims: Command Line Edition!

What would you like to do?

◆ Create a Sim!

Choose a Sim to Play

View Relationships

Read the Instructions

Exit

CREATE A SIM

- Choose a gender, life-stage, personality trait, and name.
- Continue this process to make as many Sims as you like!



- Options for the user to choose from are stored in an array and displayed using tty-prompt
- The user's choices are saved as individual documents in the YAML database

[illegible]

CREATE A SIM

```
input_gender = prompt.select("Choose your Sim's
gender:", gender_options)
if input_gender == "female"
  sleep(0.5)
  input_life_stage = prompt.select("What's her life
stage?", life_stage_options)
elsif input_gender == "male"
  sleep(0.5)
  input_life_stage = prompt.select("What's his life
stage?", life_stage_options)
end
if input_gender == "female"
  sleep(0.5)
  input_trait = prompt.select("What kind of Sim will
she be?", trait_options)
elsif input_gender == "male"
  sleep(0.5)
  input_trait = prompt.select("What kind of Sim will
he be?", trait_options)
```

```
87 # arrays for the menu options
88 home_menu_options = ['Create a Sim!', 'Choose a Sim to
Play', 'View Relationships', 'Read the Instructions',
'Exit']
89 gender_options = %w[female male]
90 life_stage_options = %w[baby child adult elder]
91 trait_options = %w[friendly mean]
92 interaction_options = ['Become friends', 'Become enemy
93 $outcome_options = ['Success!', 'Uh oh...']

39 # saving created Sims to the database
40 def save_created_sim(name, gender, life_stage, trait)
41   sim_id = { id: { name: name, gender: gender, life_st
life_stage, trait: trait } }
42   File.open('../data/database.yml', 'a+') { |doc| doc.
(sim_id.to_yaml) }
43   puts "Hooray, you've successfully created #{name}!"
44 end
```

SIM GAMEPLAY

- Sims can interact!
- Sim A can interact with Sim B (such as 'make friends' or 'become enemies')
- Interactions will pass or fail, and can be influenced by Sim traits!



- Several arrays: for interaction options (ie, 'make friends') and for interaction results (success/fail)
- `rand(n)` is used to generate an index position from an array of weighted values

SIM GAMEPLAY

What would you like to do? Choose a Sim to play

Please select a Sim Louise

And who would you like Louise to interact with? Josh

How would you like Louise to interact with Josh? Become friends

Uh oh...

Because Louise is mean, they failed to make friends this time! Louise
and Josh are now enemies :(

SIM GAMEPLAY

```
51 #finding the sim's trait for probability calculations
52 def find_trait(sim)
53   log = File.read("../data/database.yml")
54   YAML::load_stream(log) do |doc|
55     if sim == doc[:id][:name]
56       $selected_sim_trait = doc[:id][:trait]
57     else
58       next
59     end
60     return $selected_sim_trait
61   end
62 end
63
64 #randomise interaction response
65 def probability_generator(array)
66   rand_num = rand(5)
67   rand_index_generation = array[rand_num]
68   outcome = $outcome_options[rand_index_generation]
69   return outcome
70 end
```

```
21 #probabilities
22 friendly_probability = [[0, 0, 0, 0, 0], [0, 0, 0, 1, 1]]
#friendly sim choosing to become friends will be 100%
successful, friendly sim trying to become enemies will be
60% successful
23 mean_probability = [[0, 0, 0, 1, 1], [0, 0, 0, 0, 0]] #mean
sim choosing to become friends will be 60% successful, mean
sim trying to become enemies will be 100% successful
18 interaction_options = ["Become friends", "Become enemies"]
19 $outcome_options = ["Success!", "Uh oh..."]
```

```
2 √ :id:
3   :name: Louise
4   :gender: female
5   :life_stage: elder
6   :trait: mean
7   ---
8 √ :id:
9   :name: Emily
```

VIEW RELATIONSHIPS

What would you like to do? `View Relationships`

<code>FRIENDS <3</code>	<code>["Barb & Tommy"]</code>
<code>ENEMIES </3</code>	<code>["Daryn & Evelyn"]</code>

- Users can view a table which summarises which lists pairs of Sims according to their relationship type.

VIEW RELATIONSHIPS

```
$friends_row = []
$enemies_row = []
table = TTY::Table.new do |t|
  t << [pastel.bright_magenta('FRIENDS <3'), $friends_row]
  t << [pastel.bright_red('ENEMIES </3'), $enemies_row]
end

76 # send completed Sim interactions to table
77 def save_interactions(interaction_outcome, initiating_sim,
  receiving_sim)
78   if interaction_outcome.include?('are now friends')
79     table_row = "#{initiating_sim} & #{receiving_sim}"
80     $friends_row << table_row
81   elsif interaction_outcome.include?('are now enemies')
82     table_row = "#{initiating_sim} & #{receiving_sim}"
83     $enemies_row << table_row
84   end
85 end

202 when home_menu_options[2] # view relationships
203   if $friends_row.size < 1 && $enemies_row.size < 1
204     puts pastel.bright_yellow('Oops! Your Sims need
      start interacting before they can build
      relationships! Please make a different selection')
205     next
206   else
207     puts table.render(:unicode)
208   end
209   sleep(1)
```


INSTRUCTIONS

What would you like to do? [Read the Instructions](#)

Game Overview

Thanks for being here! If you're not familiar with The Sims, you can create fully customisable people (called Sims) and control their lives (everything about their lives (for good or for evil!))

This command line version of the game enables players to interact with their favourite features in a text-based format... because it's a text-based game.

Create a Sim

Have some fun creating your Sim(s)! Choose their gender, age, and name. Your Sim(s) are automatically saved, so you can come back to them later.

Choose a Sim to play

You need to have created at least two Sims before you can play.

First, select the Sim who will be initiating the interaction. Then, select the Sim who will be receiving the interaction. Next, choose what you would like the initiating Sim to do. Finally, choose what you would like the receiving Sim to do. The edge of your seats, because the interaction may be interesting.

View Relationships

- I utilised TTY Markdown to display the instructions.
- The frequent use of TTY Prompt makes gameplay fairly intuitive

```
parsed = TTY::Markdown.parse_file('../docs/gameplay_instructions.md')
```

```
when home_menu_options[3] # instructions  
  puts parsed
```

CHALLENGES

YAML!



- Learning to use YAML
- Determining how to save, remove, and access specific data in `database.yml`

ETHICAL ISSUES

- Creating an application based on someone else's game



- This app is meant to be a nod to the well established 'The Sims' franchise, and I am not claiming the idea as my own.

FAVOURITES

- Working out how to use YAML, and being able to live update features without needing to restart the app
- Working out how to use probability for interaction outcomes



Nods to the original games:

- Cyan colour like the logo
- Diamond in the ascii art above the 'i' like the logo
- Diamond marker in the TTY Prompt menu



(The diamonds are reminiscent of the plumbob.)

