Biolab: Kaitlin Wan, Eric Wong, Susan Lin (OVERVIEW)

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Detailed UMLs

** Instead of up and down, they go side to side **
Accompanies the Overall
Instance Variables | Methods

Woo: Home!! Everything starts from here
Connection :)

public static int days;
public static int birthday;
public static double luck;
private static int score;
public static Friend crush;
public static Friend[] yourFriends;
public static Friend friend1;
public static Friend friend2;
public static Friend friend3;
public static boolean datenight = false;
public static boolean flix = false;
public static String dieMessage;
private InputStreamReader isr;
private BufferedReader in;
final String[] NAMES1;
final String[] NAMES2;
final String[] NAMES3;
final String[] FORTUNES;
	public static void confirm();
	public void newGame();
	public void simDay();
	public static double getLuck();
	public boolean isThere(Comparable a);
	public void calcScore(Student player)
	public static void main(String[] args);

Character: Bones for the people

protected static String name; protected static int grade; protected static int charisma;	public void setCharisma(int s); public int getCharisma();

Student: Bones for Students!
Extends Character

protected static int intel;
protected static int friendCount;
protected static double average;
protected static double sleep;
protected static int mental;
protected static int physical;
protected static String[] schedule;
	public String toString();
	public boolean isThere(Comparable a);
	public void updateBadges(Student player);
	public boolean isDead();
	public void avgReset();
	public double setSleep(double s);
	public double getSleep();

protected static Badges badges;	public double setAverage(double newAvg);
	public double getAverage
	public int setFriends(int a);
	public int getFriends()
	public int setMental(int newMen)
	public int getMental()
	public int setPhysical(int newPhys)
	public int getPhysical()
	public String getSched()
	public int setIntel(int i)
	public int getIntel()

Academic: Events

private static InputStreamReader isr; private static BufferedReader in;	public static void test(Student a) public static void quiz(Student a) public static void project(Student a) public static void sleep(Student a)

Badges: Achievements

public ArrayList<Comparable> badges;	public String toString() public boolean add(Comparable x) public Comparable remove(int index) public int size() public Comparable get(int index)

CompareFriend: For seeing friend statuses

protected ArrayList<Comparable> _data; protected ArrayList names;	public String toString() public int size() public Comparable get(int index) public void populate(Friend a) public void sort()

Crush: A Special Friend ;)
Extends Friend

protected static String name;	public String friendLev();

FindClass:
MiniGame! Find your classroom on a grid

int size = 5;	public void populate();

String input;
public String[][] map;
int curCol;
int curRow;
int finalCol;
int finalRow;
private InputStreamReader isr;
private BufferedReader in;
	public String toString();
	public void prntMap(String[][] s);
	public void swap(int row1, int col1, int row2, int col2);
	public boolean finder(Student s);
	public void runToClass(Student s)

Friend: Extends Character
Non Players

public String name; public double friendship;	public String toString() public String friendLev() public int compareTo(Friend other)

ImpressCrush:
MiniGame (Slots)

public int randNum;
public int guessesUsed;
public int totalGuesses;
private static final String[] LEVELS;
private String[] _levels;
	public String toString();
	private void swap(int i, int j);
	public void spinOnce();
	public static void confirm();
	public boolean jackpot();
	public void playGame(Friend crush);

Other: Events

private static InputStreamReader isr; private static BufferedReader in;	public static void MTA(Student a); public static void allNighter(Student a); public static void soulCycle(Student a); public static void hqtrivia(Student a);

Social: Events

private static InputStreamReader isr; private static BufferedReader in;	public static void friend(Student player); public static void AllFriendsChange(String change, double amt); public static void eatOut(Student p); public static int birthday(Student p); public static void rumors(Student p);