

Final Project Proposal
StuyLife: Freshman Frenzy

Have you ever wanted to redo your freshman year? Did things fall apart or was your year amazing? Now you can! With our text-based adventure you can control every aspect of your freshman year with a few touches of your keys.

Possible Classes (as in classes you can take):

- Freshman Composition
- Geometry
- Algebra
- Honors Geometry
- Biology
- Honors Biology
- World History
- APHUG
 - Will make your charisma 100
 - Will make your total sleep 50% less
- Art Appreciation
- Music apPrEciAtiOn
- Physical Education
 - If you have markova lateness incurs more penalty
- Math Team
- Math Research
 - Will decrease sleep and mental health at day 80 when research paper is due

Student: player

NPS (non-player student) - will be more basic

Variable in Woo:

- Luck Counter
- Days
 - keeps track of how many times you've survived a day

Instance Variables of Student:

- Intelligence
 - Science
 - Math
 - English
 - Humanities
- Charisma

- Friend Count
- Overall Average
- Total Sleep
- Mental Health
- Physical Health
- Name wow!
- Score
 - Updates constantly to keep track
 - Doesn't take into account variables that can change on a daily

■ Will add those at the end

* if total sleep, friend count, mental/physical health or overall average ever get to zero, game over.

* overall average begins at 75 (scale: 0-100)

* the rest of the variables are randomly assigned or depend on which character you have

* if you manage to get to 180 days of school, you win?

Instance Variables of NPS (will be your best friends, I guess):

- Friendship level
- Name/Grade
- Charisma

Features:

*Each day there will be a "luck counter" that is determined randomly (between a certain range) and this will affect stuff like train delays and the probability of certain events happening

- Class Quiz (at the very beginning of the game to determine your character type)
 - What kind of person are you?
 - Super Studious Student
 - Higher intelligence
 - Average Mental Health
 - Low Physical Health
 - Lower friend count
 - Average total sleep
 - Queen Bee / King Bee
 - Higher friend count
 - Lower Physical Health
 - Average Mental Health
 - Average intelligence
 - Lower total sleep
 - Student Athlete
 - Average friend count
 - Higher Physical Health
 - Higher Mental Health
 - Lower total sleep
 - Average intelligence

- Schedule

- Player can pick schedule they want, will affect the events that occur and the type of people they meet (but honors/ap determined by average/intelligence)
- list of available classes will be printed out accordingly for the player to pick through
- Aspects of Freshman Life (Brainstorming)
 - Getting to School - Train Problems
 - If you're late, a point is deducted from your overall average
 - If you're on time, **kudos!**
 - If you're early, charisma increases by one point
 - Determined by a luck counter and your sleep
 - Tests
 - How many hours you've slept and intelligence will influence your performance
 - If below 65, two points are deducted from overall average
 - If above 90, two points are added from overall average
 - If above 65 but below 90, one point is add to overall average
 - Random events (after school, etc)
 - Depending on your decision, will impact your characteristics
 - Lunch Line
 - eating cafeteria lunch increases charisma
 - eating home lunch increases physical health
 - eating out decreases physical health
 - Juggling Everything
 - Depends on events
 - Homework
 - Middle School Friends
 - Will start out at 3
 - Determined by quiz at the beginning
 - Joining Clubs
 - Friendship Levels
 - Have a few friends that you try to maintain friendship with
 - If friendship level drops below x then you will no longer be friends
 - 0 is stranger
 - 1 is acquaintance
 - 2 is casual friend
 - 3 is close friend
 - 4 is best fwend
 - 5 is blood bonded siblings
 - Grades
 - Intelligence will help determine your total sleep and overall average
- Mini Games
 - Impress your Crush
 - Methods:
 -
 - Guess a number game

- Will have a set number of guesses
 - Will be given “higher/lower”
 - If guessed correctly, increase friendship w/ crush
- Find your Classroom (a 2D array game)
 - Generates a 2D array of a fixed size (4x4)
 - Generates random set of coordinates (represents classroom)
 - User will use wasd to control character (represented by ‘x’) and move them to the classroom
 - If you lose, a point is deducted from your average
 - If you win, let out a sigh of relief
 - User will have a set number of moves
 - Depending on ‘luck’ and ‘amount of sleep’ (which will affect how late you are)
 - Methods:
 - calcMoves: Finds your total amount of moves
 - printMap: Shows you where you are on the map
- ‘tests’ where you answer questions
 - General knowledge
 - Can be given hints based on ‘intelligence’ variable
- Maybe we can make lunch line into a mini game
 - Another guessing game
 - Guess a number between 1-10
 - A method randomly generates a # between 1 and 10
 - If your number is higher, play again, and add 1 charisma point
 - If your number is lower, you lose
 - If you guess the number exactly, you have charmed your way to the front of the line +10 charisma or smth
 - Keep playing until you lose or guess the number
- User Input
 - Interactions with other set characters in the game (predetermined)
 - Will be used for the character to make decisions
- Scheduling
 - Will utilize sorting methods
- Scoring
 - Will be given an endgame score
 - Determined by:
 - Health statuses
 - Grades
 - friends
 - Achievements
 - etc.

Badge Case:

- Will be awarded based on your achievements.

- I.e. Hell-Week-Survivor, Aced-10-Tests, Impressed-First-Crush, Friend-Of-All, etc.

HOW TO WIN:

Survive 180 days of school!

Prioritized to-do list:

- Create super/sub classes
- Make sure each individual class is compilable before starting on Woo
 - Start with simple, basic methods and expand as necessary
- Write the functions of the superclass and then the subclasses
- Test their functionality in Woo.java
- Utilize YoRPG.java as starting point for Woo.java
- Make character quiz
- Make minigames
- Write text for storyline

Rough timeline:

- V1:
 - Create compilable classes
 - Have all the classes (student etc), their variables and methods done
- V2:
 - Completed character quiz
 - Have basic storyline
- V3:
 - Incorporated badge earning
 - Completed minigames
 - Incorporated NPS interaction
- V4:
 - Incorporated dialogue
 - Completed storyline
- V5:
 - ALL DONE!!! FULLY FUNCTIONAL!!!
- **complete base project by 01-14-2018**
- **editing + game testing on 01-15-2018**
- **final revisions + game check on 01-16-2018**