

Woo Java

newGame()

player takes quiz
to determine character type

max-intel

Scholar!

max-social

Popular!

max-normal

Normal!

SOP "You lose!"

False

days != 100
and character not dead

True

luck > 0.2
enum < 5

False

day += 1
uneventful!

luck < 0.65
True
cat3.event1()
enum += 1

False

luck < 0.7
True
cat3.event2()
enum += 1

False

luck < 0.75
True
cat3.event3()
enum += 1

False

cat3.event4()
enum += 1

luck < 0.8

False
cat4.event4()
enum += 1

luck < 0.95
True
cat4.event3()
enum += 1

False

luck < 0.9
True
cat4.event2()
enum += 1

False

luck < 0.85
True
cat4.event1()
enum += 1

F
A
L
S
E

F
A
L
S
E

luck < 0.5
True
catTwo.event2()
enum += 1

False

luck < 0.55
True
catTwo.event3()
enum += 1

False

catThree.event4()
enum += 1

luck < 0.45

True

catTwo.event1()
enum += 1

True
catOne.eventOne()
enum += 1

False

luck < 0.3
True
catOne.eventTwo()
enum += 1

False

luck < 0.35
True
catOne.event3()
enum += 1

False
catOne.event4()
enum += 1

luck < 0.6
TRUE

T
R
U
E

F
A
L
S
E