

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
  - Completed character quiz
  - Have all the classes (student etc), their variables and methods done
  - Have basic storyline
- V2:
  - Incorporated badge earning
  - Completed minigames
  - Incorporated NPS interaction
- V3:
  - Incorporated dialogue
  - Completed storyline
- V4:
  - 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**