

Interaction and Reaction Table

Taking a step (in general):

1 cell = 8 dots

Increase the exercise/eating dot counter by appropriate amount

Speed of step:

Is health at or above 125? Zippy speed (8 dots per step) (1 cell)

Is health at or above 75 and below 125? Normal speed (5 dots per step) (.625 cells)

At or above 25 and below 75? Slow speed (3 dots per step) (.375 cells)

Below 25? Really slow speed (1 dot per step) (.125 cells)

Has the player moved 100 dots (12.5 cells) since the last health reduction?

If yes, reduce the player's health by 5 health and set the dot counter to 0

Check and update speed accordingly

If not, increase the dot counter by the number of dots the player moves based on their speed

If the player interacts with a professor:

Reduce player's health immediately by 5

Check and update speed accordingly

If the player interacts with H1N1:

If the player is already sick, do nothing

If the player is not already sick:

Set the player to sick

Set the player's speed to 'Really Slow' (1 dot per step)

Check and update speed accordingly

If the player interacts with a manhole cover:

Calculate the odds of interacting, 1/6 chance of Sclarite, 5/6 chance for Silberite, and select an outcome for the player

If the player encounters Sclarite, immediately boost player's health by 25

Check and update speed accordingly

If the player encounters Silberite:

Reduce player's health by 15

Check and update speed accordingly

Reduce player's credits by 2 (do not allow credits to go into negative)

If the player interacts with Cranberry Farms, Einstein's Bagels, Jamba Juice, Loose Leafs, or Subway:

If the player is sick, do nothing

If the player has exercised or ate within the last 200 dots (25 cells), do nothing

Otherwise:

Immediately increase player's health by 20

Check and update speed accordingly

Set eating/exercising dot counter to zero

If the player interacts with Panda Express, Papa John's or Starbucks :

If the player is sick, do nothing

If the player has exercised or ate within the last 200 dots (25 cells), do nothing

Otherwise:

Immediately increase player's health by 10

Check and update speed accordingly

Set eating/exercising dot counter to zero

If the player interacts with Dunkin Donuts or Store 24:

If the player is sick, do nothing

If the player has exercised or ate within the last 200 dots (25 cells), do nothing

Otherwise:

Immediately decrease player's health by 5

Check and update speed accordingly

Set eating/exercising dot counter to zero

If the player interacts with BU Fitness and Recreation Center :

If the player is sick, do nothing

If the player has exercised or ate within the last 200 dots (25 cells), do nothing

Otherwise:

Immediately increase player's health by 15

Check and update speed accordingly

Set eating/exercising dot counter to zero

If the player interacts with an entrance to a bridge circuit:

If the player is sick, do nothing

Otherwise:

Save where the player began the circuit in memory

Increase the player's speed to 15 dots (1.875 cells) per step

Check and update speed accordingly

If the player leaves a bridge circuit without completing it:

Decrease player's speed to the correct speed based on the player's health

Remove start of bridge circuit from memory

If the player completes a bridge circuit (by going back to the beginning saved in memory):

Increase player's health by 25

Check and update speed accordingly

Set eating/exercising dot counter to zero

Decrease player's speed to the correct speed based on the player's health

If the player interacts with a classroom:

If the player is sick, do nothing

If the player just attended this class (trying to visit the class twice consecutively), do nothing

Otherwise:

Increase by 1 the number of time the player has attended this class

If the player has attended this class twice, increase credits by 4

If the player interacts with student health services:

If the player is not sick, do nothing

If the player is sick, make the player not sick

If the student interacts with Agganis Arena:

If the player has less than 36 credits, do nothing

If the player has 36 or more credits, award the student “Software Engineering Student of the Year” and end the game

If the student interacts with another player:

Do nothing

Reference Table:

1. Professor -- (0) (random, regenerate each time interacted with)
2. H1N1 virus -- (0.2) (random)
3. Manholes (0) (random)

Good Eating places:

5. Cranberry Farms -- (0) (from map)
6. Einstein's Bagels -- (0) (from map)
7. Jamba Juice -- (0) (from map)
8. Loose Leafs -- (0) (from map)
9. Subway -- (0) (from map)
10. Panda Express -- (0) (from map)
11. Papa John's -- (0) (from map)
12. Starbucks -- (0) (from map)

Bad Eating Places:

13. Dunkin Donuts -- (0) (from map)
14. Store 24 -- (0) (from map)

15. BU Fitness and Recreation Center -- (0) (from map)
16. Student Health Services -- (0) (from map)

---Classrooms---

17. CS101 -- (0) (from map)
18. CS103 -- (0) (from map)
19. CS105 -- (0) (from map)
20. CS107 -- (0) (from map)
21. CS108 -- (0) (from map)
22. CS211 -- (0) (from map)

23. CS212 -- (0) (from map)

24. CS411 -- (0) (from map)

25. CS511 -- (0) (from map)