

Thug Life 0.1

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The game satisfies all requirements: A, B, C, D and E.

EXCLUDING:

“Secret pockets” from Req B.

Notes:

a) Sometimes one will experience either prices or quantities

Reaching 0, which can cause some problems for the user.

We think the problem relates to the particular implementation

Of events.

b) It is possible to have the player inventory and market inventory “desynchronized”, meaning that you might be able to buy for 5000\$ and sell it back for 5001,35\$.

c) The jar file won't launch. Probably something to do with the long startup-time, caused by our web-connected price-strategies...



We haven't found definite solutions to these three “bugs”.

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Highscore

Info

Name: sf

100% health

19 days left

2679,57 \$

0,00 \$

You bought a one-way ticket for first class

Affects: -1% prob to get captured by customs

Affects: 2% prob to get a local boy or girlfriend

1st class

Airport Hospital Loan Shark

Country	Ticketprice
USA	2.000
Afghanistan	400
Denmark	300
France	500
Germany	500

Travel Location: Columbia

Market

Type	Name	Qty	Price
Clothes	Nice clothes	10	1.944
Friend	High friends	27	1.032
Drug	Valium	15	288
Drug	Hash	45	90
Weapon	Beretta92F	10	790
Behaviour	Generous	17	708
Drug	Amphetamine	20	4,3
Drug	Crystal Meth	10	312
Drug	Cocaine	99	1.000
Drug	Angel Dust	40	180
Drug	Heroin	29	1.176
Behaviour	Travel 1.Class	11	696

Buy >>

<< Sell

x10 >>

<< x10

Inventory

Type	Name	Qty	Avg. price
Drug	Hash	5	90
Drug	Mushrooms	1	2
Drug	Cocaine	1	1.000

Design Class Diagram

