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Project 2

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My program is the Life Bar, an offshoot of sharks and minnows that we did in class

CLASSES:

There are 3 distinct classes in the simulation, all children of a parent class, HUMAN. Each Human is able to move, drink, and keep track of vital statuses such as their drinks consumed, charisma and intelligence levels, and general status which is expanded upon in the new stuff section below.

The MAN class represents a man patron in the bar, and can flirt with women, and interact with men and the Bartender. They also remember who they have flirted with in the past.

The WOMAN class represents a woman patron in the bar and can flirt with Men, and interact with women, and the Bartender. They also remember who they have flirted with in the past.

The newest addition, is the BARTENDER class. Originally a child class from HUMAN, the bartender can make normal small talk with the patrons as any other class, however, this class is special due to the ability to dole out drinks, wisdom, or resetting a characters status.

The bar itself is similar to the grid based Sharks and Minnows, with only a slight change in verbage when dealing with variables.

NEW THINGS FOR THIS PROJECT:

1. This CAN be scaled up, as each patron's actions, such as movement and interactions, are random, and the bartender will always start at [0,0]. While I wanted to have a sectioned off area for the Bartender, due to time constraints I was unable to figure it out.
2. The patrons have statuses such as Sober, Drunk, Rejected, and Blackout, each of which has unique properties and interactions with other patrons and with the bartender.
3. Dialogue and randomized dialogue choices.
4. The ability to seek out the bartender after being rejected to drink is something the human class shares with all other human instances.