

# What If? A SimGenerator

Project by:  
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Goal: **What If? A SimGenerator** is a game that allows players to experience scenarios such as a zombie apocalypse, war and hunger games-esque world. The player fills out a survey that will be used to generate their character. Then the world will be populated with randomly generated characters (created from the following datasets). The simulation will begin and a PDF will be generated documenting the events that occurred in the scenario.

## Data:

We will be use datasets of answers to personality tests to randomly generate humans that will populate the worlds in our simulation.

1. Narcissistic Personality Inventory:
2. Machiavellianism Test
3. Consideration of Future Consequences Scale
4. Experiences in Close Relationship Scale
5. Cattell's 16 Personality Factors Test

We plan to combine the data from these five personality tests to create multiple, multi-dimensional individuals that interact with the user's agent in the game.

## Technologies:

1. Tkinter/Pygame for GUI
2. Simpy for implementing simulations
3. Flask for website
4. AST

## Basic Sketch:

<u>Timeline</u>	<u>Group's Task</u>
Week 4	Learn Simpy and tkinter pygame and build every aspect of the GUI. Figure out how to extract information from datasets.
Week 5	Start developing simulation component; discuss game mechanics for Zombie world

Week 6	Build Zombie world; discuss game mechanics for War world.
Week 7	Build War world and finish GUI
Week 8	Finish constructing any worlds, clean up code
Week 9	Prettify GUI, tie up loose ends
Week 10	Finish