**Get Screwed By Fast Food**

# **Concept:**

In this game, the player will have to make choices in the food he eats and maintain his calorie requirement. Since (s)he works at a restaurant, (s)he gets access to food everyday. However, (s)he only has limited options coming randomly from the food supply line. Each food item will have a certain amount of calories and happiness factor. The player will eat breakfast, lunch, and dinner everyday. If the player eats too little, (s)he will experience starvation.

# **Win/Loss:**

If the player eats too much, (s)he will experience obesity. If the player doesn’t get enough of what (s)he wants, (s)he will experience sadness. The point of the game is to survive a week without falling sick.

If the player makes it to the end of the month without falling sick, (s)he will win the game. Otherwise, (s)he will lose.

# **Classes:**

* Console- The main method of this class will initiate the program and handle the console
* Food - This class will represent food items that will be used in the game
  + cal - The amount of calories for this food item
  + fun - The happiness factor of the food item
* Person - This class represents the player in the game
  + calDiet - The calories the person requires
  + funLevel - The happiness of the person
  + boolean didPersonLose() - This method checks if the player has the lost game based on the conditions explained above.
  + void makeChoice(int) - This method takes in the person’s choice and updates the game accordingly.
* I might perhaps add a JavaFrame if it’s feasible

# **Sketch:**

