

A Plan: <拯救神经病国度 Pls Save Those Psychos>

1.
three people: z, x, y
walk randomly <subclass>

2.
each of them has basic inner property,
this would change <observer>

properties: A, B, C, D
A1 <-> A2: +A
A1 <-> B2: -B
A1 <-> C2: +D
B1<-> B2 : +B
B1<-> C2: -C
C1<-> C2: +C

3.
people would get up, go to work, go to bar, go back to home every day. <state machine,
behavior tree>

4.
player can place the home of x, y, z <command>

5.
change scenes <scene>