TITFL Flow & Concept

Tonys In The Fast Lane - Game flow & concept (9/9/2013)

How to start game?

1. Go to Main Screen. Main Screen has
   a. “Start Game” button
   b. “About” button
2. Press “Start Game” button.
3. Select Level.
4. Select # of players.
5. Select characters.
   a. Select who you are.
   b. Enter your name (optional).
   c. Select your avatar (maybe your actual photo...) - FUTURE
6. Challenge Tony option - FUTURE

Step 1. Main Screen

- “Start Game” button
- “About” button

Step 2. Select Level

- Goal
  - High life - I deserve EVERYTHING!
  - Middle class - I must be better than average...
  - Low life - I’m happy with french fries every day :)
- World
  - Survive in rough concrete jungle, NYC in 2009.
  - Live normal, stable, and boring life, Irvine in 2011.
  - Enjoy fabulous & bubbly world, Dubai in 2013.

Combination of “Goal” and “World” defines the level.

Step 3. Select # of Players

- Max. player is 6
- Select the # of players.

Step 4. Select who you are

Possible characters are:

- The Suit aka Hillary (Clinton)
- The Nerd aka Bill (Gates)
- Socialite aka Paris (Hilton)
- Redneck aka John (Wayne)
- Addict aka Lindsay (Lohan)
- Average Joe aka Joe…

Two or more people cannot pick same character?

Step 5. Enter your name

Maybe you want to set the display name in the game?

Game starts

- Repeat Step 4 & 5 for # of players and player 1’s first week starts.
- At the beginning of each week, process random events, recurrent events, events belongs to goods and display them.
- Finally display Tony’s town view.

1. Apartment
2. House
3. Real Estate Agent
4. Insurance Agent
5. Employment Office
6. Police Station
7. Hospital
8. Bank
9. Park
10. College
11. Grocery Store
12. Fast Food
13. Restaurant & Bar
14. Church
15. Pawn Shop
16. Electronic Outlet
17. Mall
18. Car Dealership
19. Factory
20. Random Business

Current Player

- Clock (timer)
- Player's name
- # of week
- Avatar (if you have multiple cloths, you can change the current cloth by touching avatar - we need a UI to choose the current cloth.)
- Achievement gauges
- Vehicle (if you own multiple vehicles, you can change the current vehicle by touching the vehicle image.)
- Show statistics. Show 9 most recently acquired items. By touching this area, you can view entire statistics in a new dialog window.

1,2. Home (Apartment or House)

- Relax
- Buy FUTURE
  - Only if the player owns computer.
- Show the player's items if "IsHomeItem" flag of the items is true. Those items need to have "x" & "y".

3. Real Estate Agent

- Buy
  - Apartment rental (The rent is determined by the inflation factor.)
  - House (The house price is determined by rela estate market factor.)
- Sell
  - Return apartment rental
  - House
- Work
  - Realtor

4. Insurance Agent

- Buy
  - Car insurance (down payment + monthly payment)
  - Health insurance.
- Work
  - Insurance specialist
  - Manager

5. Employment Office

- ApplyJob
  - Consider:
    - Player’s job history factor
    - Player’s job experience factor
    - Player’s education factor
    - Tony’s town’s job opening factor
  - Every application will take out player’s time.
- Work

6. Police Station

- Work
- Player may need to spend time in jail and/or pay fine but it’s just a conceptual thing and they could happen over weekend and deduct time/money automatically.

7. Hospital

- Buy
  - Checkup
- Player may get sick and spend time in hospital and pay fee but it’s just a conceptual thing and they could happen over weekend and deduct time/money automatically.
- Work

8. Bank

- Deposit
- Withdraw
- ApplyLoan
  - Regular loan
  - Student loan
  - Motrgage
- Buy (gold, bond, stock)
- Sell (gold, bond, stock)
- Bank manages the value of gold, bond, stock.
- Work

9. Park

- Relax
- Socialize
- Exercise

10. College

- Player can “enroll” and pay.
- Available major is depending on:
  - Player’s current education level
- Credits to earn is depending on:
  - Each major has base # of credits.
  - It’s determined with Speed of Learning factor.
- Player can “attend”
- Player get diploma upon completion.
- Job available

11. Grocery store

- Buy
  - Food
  - Lottery
- Work
  - Cacher
  - Manager
  - Owner

12. Fast food

- Buy
  - Cheese Burger
  - French Fries
  - Milk Shake
- Work
  - Cook
  - Cacher
  - Manager
  - Owner

13. Restaurant & Bar

- Buy
  - Fancy food
  - Drinks
  - Marijuana
- Socialize
- Work
  - Bartender
  - Cook
  - Manager
  - Owner

14. Church

- Buy
  - Donation
  - Bible
- Socialize
- Work
  - Janitor
  - Priest
  - Musician

15. Pawn Shop

- Buy
  - Gun
  - Sword
  - Jewelry
- Sell
  - Gun
  - Sword
  - Jewelry
- Work
  - Sales associates
  - Manager
  - Owner

16. Electronic Outlet

- Buy
  - Computer
- Work
  - Repair guy
  - Blue shirt
  - Manager
  - Owner

17. Mall

- Buy
  - Cloth
  - Jewelry
  - Watch
  - Movie
- Work
  - Cacher
  - Sales associates
- Socialize

18. Car dealership

- Buy
  - Car
  - Oil Change
- Sell
  - Car
- Work
  - Mechanic
  - Sales
  - Sales Manager
  - Owner
- It knows the values of cars.

19. Factory

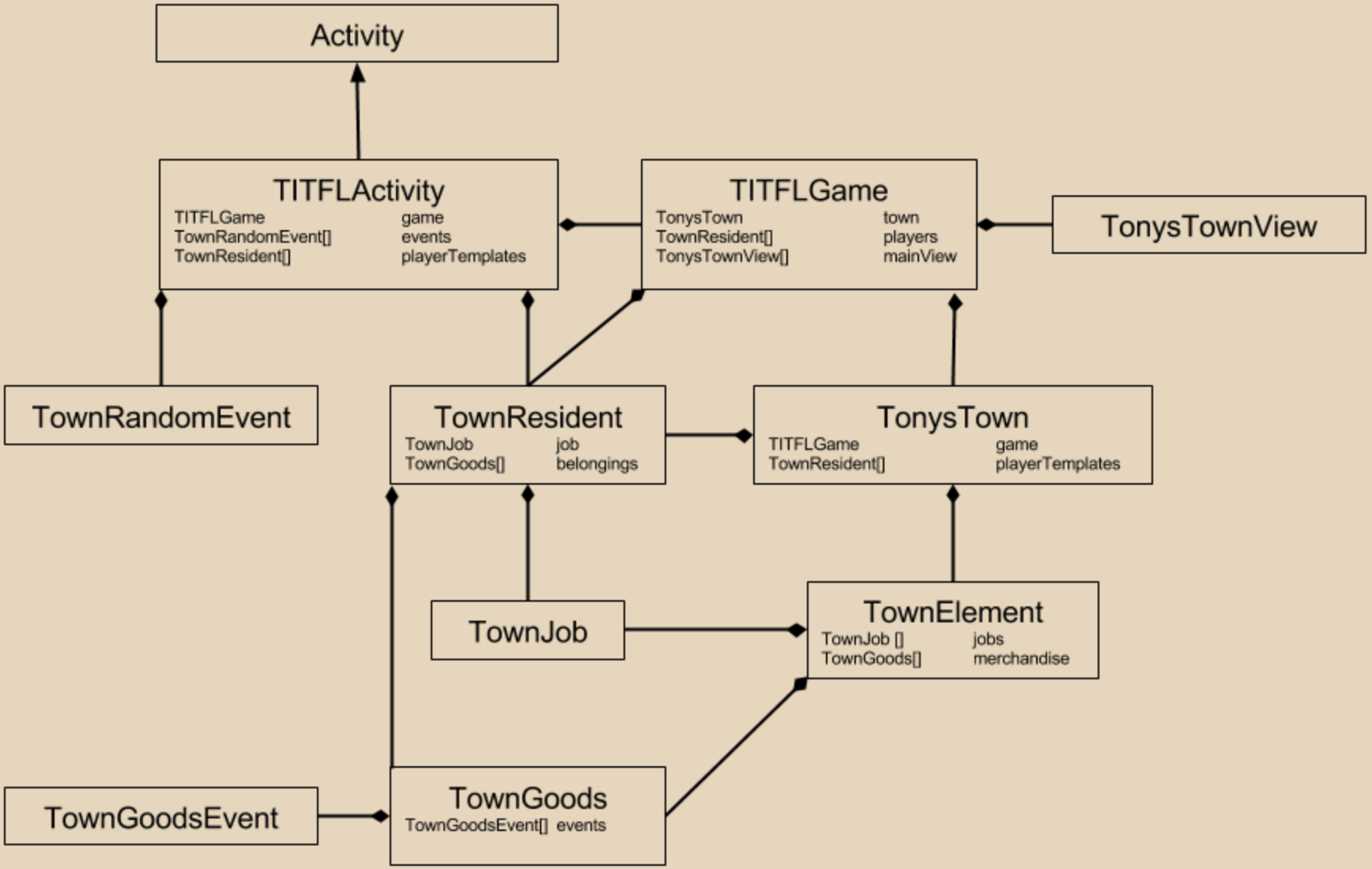
- Work
  - Assembly line worker
  - Engineering Intern
  - Engineer
  - Senior Engineer
  - Manager
  - Director
  - VP
  - CEO
  - Owner

20. Random Business

- Tattoo parlor
- Flower shop
- Whore house
- Pet shop
- Travel agent
- Dollar shop
- Player can buy goods (service)
- Player cannot work for random business

TITFL Classes

Tonys In The Fast Lane - Involved classes (9/9/2013)


Activity
TITFLActivity
TITFLGame game
TownRandomEvent[] events
TownResident[] playerTemplates
TITFLGame
TonysTown town
TownResident[] players
TonysTownView[] mainView
TonysTownView
TownRandomEvent
TownResident
TownJob job
TownGoods[] belongings
TonysTown
TITFLGame game
TownResident[] playerTemplates
TownJob
TownElement
TownJob [] jobs
TownGoods[] merchandise
TownGoodsEvent
TownGoods
TownGoodsEvent[] events

Descendants of TownElement

We will need some special TownElement such as:

- EmploymentOffice
- PoliceStation
- College
- Home
- etc.

But we may not need special class for every each TownElement.

TITFLActivity class

Properties

- TITFLA Game object - initialized when new game starts.
- Collection of TownResident - template for actually player instances.
- Collection of TownRandomEvent - all possible random events.

TITFLGame class

Properties

- TonysTown object
- TonysTownView object - this is for drawing
- Collection of TownResident

TonysTown class

Properties

- Inflation factor (deflation factor).
- Real estate market factor.
- Stock market factor.
- Job openings factor.
- Current week #
- Collection of TownElement
- Current TownResident (player)

TownElement class

Properties

- Collection of Job
- Collection of Goods (goods for Sale)
- Slot ID (location)

Methods

- SetVisitor(Player visitor)

TownJob class (1/3)

Properties

- Name of job
- Location of job
  - reference to TownElement object)
- Wage
- Required Character: Intelligent factor
- Required Character: Hard Working factor
- Required Character: Good Looking factor
- Required Character: Physical factor
- Required Character: Lucky factor

TownJob class (2/3)

- Required Edu level in basic (GED)
- Required Edu level in engineering
- Required Edu level in business/finance
- Required Edu level in academic fields
- Required Job exp in basic (starter jobs)
- Required Job exp in engineering
- Required Job exp in business/finance
- Required Job exp in academic fields
- Required Job history

TownJob class (3/3)

- Number of opening in base economy (actual number is determined with Tony’s town’s job opening factor)
- Wage in base economy (actual wage is determined with Tony’s town’s inflation factor).
- Dress code

TownResident class - properties (1/4)

- Character Factor: Intelligent
- Character Factor: Hard Working
- Character Factor: Good Looking
- Character Factor: Physical
- Character Factor: Lucky
- Current location
- Remaining hour of the week
- Event queue (Based on the actions made by him/her, push the events for next week's start)

TownResident class - properties (2/4)

- Education level in basic (GED)
- Education level in engineering
- Education level in business/finance
- Education level in academic fields
- Job experience in basic (starter jobs)
- Job experience in engineering
- Job experience in business/finance
- Job experience in academic fields
- Job history

TownResident class - properties(3/4)

- Amount of Cash (Initial amount varies depending of the character)
- Amount of Saving
- Current Job object
- Last time he/she worked.
- Current Vehicle (reference to Goods)
- Collection of Goods (it contains current vehicle, food, classes, home too.)

TownResident class - properties (4/4)

- Balance of Loan
- Balance of Student Loan
- Balance of Mortgage
- Number of acquired Gold
- Number of acquired Bond
- Number of acquired Stock

TownResident class - method (1/2)

Action methods

- BeginWeek()
- Visit(TownElement destination)
- Work()
- Buy(TownGoods goods)
  - Eat, Enroll is actually Buy.
- Sell(Goods goods)
- Relax()
- Study()
- Exercise()
- Socialize()
- ApplyJob(TownJob job)

continue…

TownResident class - method (2/2)

...continued

- Withdraw()
- Deposit()
- Loan(LoanType)
  - Regular loan, Student loan, Mortgage
- SetHome()

Inspect items and return true/false (only items that affect specific matter.)

- HasRefrigerator()
- HasFreezer()
- HasTatoo()
- HasSpouse()...

Recurrent events -Example (1/2)

- Player needs to pay rent or mortgage every 4 weeks.
- Player needs to eat every week or buy food every 2 weeks if he owns refrigerator or every 4 weeks if he owns freezer.
- Player needs new cloth every 7 weeks.
- If player buys insurance, premium will be withdrawn every 4 weeks after installment. If he doesn’t have enough money, insurance will be cancelled.

Recurrent events -Example (1/2)

- If player owns car/motorcycle, pay gas every 2 weeks. MPG is based on the model.
- If player buy foods for 2 weeks and no frige, food will be gone. If player buy foods for 4 weeks and no freezer, food will be gone after 3 weeks.
- If player owns car/motorcycle, need to go to dealer and oil change every 12 weeks. If he misses, need to pay repair fee.
- If player has loan, pay interest. Premium needs to be paid by going to bank.

TownGoodsEvent (1/2)

Player has choice to accept or reject (unlike original jones). If he/she rejects, he/she lose the goods.

- Reference to TownGoods that the event belongs to
- Description
- Event Cycle
- Event Time Deduction
  - To keep spouse, he/she needs to pay “time”.
- Base Event Monetary Fee
- Last Event Performed

TownGoodsEvent (2/2)

- Is Fixed Event Fee? (If not, the actual maintenance fee will be determined with inflation factor.)
- Does the Event happen by chance? (If not and lucky, last maintenance performed date will be updated without actual maintenance.)

Random events over weekend

Random events happen based on the status or just by chance (not by belongings)

- Get sick - triggered by Health factor
- Get robbed
- Financial help from relatives
- Get married - triggered by Life factor
- Other numerous events. Be creative...

TownRandomEvent class (1/2)

- Description
- Trigger factor of Wealth
- Trigger factor of Education
- Trigger factor of Carrier
- Trigger factor of Life
- Trigger factor of Health
- Affect factor on Wealth
- Affect factor on Education
- Affect factor on Carrier
- Affect factor on Life
- Affect factor on Health

TownRandomEvent class (2/2)

- Happy factor per 1 Intelligent factor
- Happy factor per 1 Hard Working factor
- Happy factor per 1 Good Looking factor
- Happy factor per 1 Physical factor
- Happy factor per 1 Lucky factor
- Time deduction
- Health insurance applicable
- Car insurance applicable

TownGoods class (1/2)

Properties

- Name
- Monetary value (down payment)
- Required mortgage
- Food value by week count
- Classes value by credit count
- Group
  - food, insurance, transportation, classes, home goods,
- Acquired Date
- Location (x,y) - it’s mainly for home goods

TownGoods class (2/2)

- Array of possible TownGoodsEvent (repair, divorce, accident, insurance premium payment, etc.)
- Happy factor per 1 Intelligent factor
- Happy factor per 1 Hard Working factor
- Happy factor per 1 Good Looking factor
- Happy factor per 1 Physical factor
- Happy factor per 1 Lucky factor
- Affect Health factor
- Greeting upon purchase

Some proposal

- Store default values for TownEvent, TownJob, TownGood, TownElement, TownResident in database as asset? Or do we want to hard code?
- Portrait, valid area’s aspect ratio is fixed - 3:4 (480x640, 800x600, 1080x1440, etc.)