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Game Project

Scene: DT Athens

Drinking. Avoid the cops.

Each bar you enter will increase your drunk-o-meter

Each drunk-o-Meter increase will increase your chances of moving in a direction
Different from the entered command.

Trying to find a "Lover" DT to win.

Avoid the cops.

Night increases with time. Each move increases time.

Start at 10 PM end at 2 AM.

At each hour, one more cop enters the scene.

Let's have a game as a "sobriety test" when a cop finds you.

I have a hangman game we can use that I coded in a different class.

It increases in difficulty as night gets later. If you lose the game, you

Get sent to jail and lose.

We can also print a very easy gameboard using ascii art.

If any of you have design experience, you will probably be able to do this
really well.

We can use this to get a better idea of where our person is on the board.

When you find your "lover", you win.

We can have the game progress from Thursday = Easy, Friday = Medium, and
Saturday = Hard,

Each day, you start off more drunk than the last, and more cops will be out looking
around.

You are more drunk because you pregame harder.

We can name buildings after bars in their relative locations downtown

Step by Step guide:

1. At beginning, player will be asked gender. Their Name, and their orientation.
2. The player will be able to enter commands north, south, east, and west to move across the board.
3. Each move increases time by 10 minutes. And each move will decrease BAC by .01

4. Each bar checked will increase BAC by .02. (You drink at every bar)
5. Get within one space of a cop, and be challenged to a sobriety test.
6. Player must pass the test.
 - a. if the player loses, they get taken to jail and lose the game
 - b. if the player wins, after the test, the cop will be placed randomly on the board away from the player.
7. When the player moves to a building they will move in the proper direction to check it.
 - a. H when unchecked
 - b. T after being checked
8. If the building contains the "Lover" the player wins.

The player will move along downtown. We can represent it as a 2D array of characters

The player will be O in the Array. a cop will be an X. They can move North, South, East, and west. You will check in the buildings for your "Lover" The "Lover" will be placed in a building selected at random. H can represent an unchecked building. K can be a checked building

Each checked room increases BAC. Each BAC increase creates higher chance the player will move in a wrong direction. BAC can decrease with time. Increase in BAC also increases

difficulty of cop's sobriety test

Run into a cop, get challenged to a sobriety test. Cops will move randomly around the board.

Increase number of cops each hour. Must win by 2AM. Each move will increase time by 10 minutes.

Example of layout of Dt Gameboard.

```

| X
|
|           X
|  H H  TT      T H HH HH HH HH HH      HH HH HH HH |
|           O
|  H H  H H  TT  H H TT HH HH HH HH TH HT      TT  HH |
|           X
|__HH__HH__HH HH HH HH HH __HH__HH__HH__HH__HH__HH|

```

Breathalyzer Level: 0.05 Time: 12:30pm

Please move north, south, east, or west:

Class: Player

-String: name

-DrunkMeter: BACmeter

- char [][]: location

-boolean: gender

+drink(): void

+move(String direction): void

+setName(String name): void

+getName(): String name

+getBAC(): DrunkMeter BAlmeter

+getLocation(): location

Class DrunkMeter

-int BAC

+clear(): void

+increase(): void

+getMeter(): int BACLevel

+decrease(): void

Class Cop

-String name

-Hangman theTest

- char [][]: location

+setName(String name): void

+getName(): name

+ test(): void

+getLocation: location

+setLocatoin(): void

+move(): void

Class Board:

-char[][]: theBoard

-Player: thePlayer

-ArrayList : theCops <Cop>

+validMove(): boolean valid

+validLocation(): boolean valid

+printBoard(): void

Class Game:

+main(String args): void

Class Lover

-boolean: gender

-String: name

-setName(): void

+getName(): String name

+setGender(boolean gender): void

Class Bar

-String: Name

-char[][]: Location

+setName(String name): void

+getName(): String name

+containsLover(): Boolean yesOrNo