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**National Parks Game Scripts**

script: Achievements

* int[] AchPla
  + List of 1’s and 0’s representing player’s completed achievements.
* int[] AchMas
  + List of available achievements with point values corresponding to positions in AchPla.
* String[] AchTitle
  + List of titles for achievements with positions that correspond to AchMas.
* String[] AchTitle
  + List of descriptions for achievements with positions that correspond to AchMas.
* int PointsPla;
  + Player’s total points gained from achievements.
* public int calcPointsPla(int[] AchPla, int[] AchMas)
  + Compares AchPla and AchMas
  + Returns sum of elements in AchMas with positions that correspond to 1’s in AchPla.

script: User Customization

* int[] unlockPla
  + List of 1’s and 0’s representing player’s unlocked customization items.
  + e.g. A full list of 1’s means player has unlocked all customization items.
* int[] customIDPla
  + List of ID’s for each of the player’s currently chosen customization items.
* int[] skinPla
  + List of 1’s and 0’s representing player’s selected skin.
* int chSkinPla
  + ID of player’s current selected skin.
* int[] outfitPla
  + List of 1’s and 0’s representing player’s selected outfit.
* int chOutfitPla
  + ID of player’s current selected outfit.
* int[] resPla
  + List of 1’s and 0’s representing player’s selected residence.
* int chResPla
  + ID of player’s current selected residence.
* int[] petPla
  + List of 1’s and 0’s representing player’s selected pet.
* int chPetPla
  + ID of player’s current selected pet.
* int[] envPla
  + List of 1’s and 0’s representing player’s selected environment.
* int chSkinPla
  + ID of player’s current selected environment.

User Customization

* Skin List: List of 1’s and 0’s to represent which skin is selected.
* int SkinID: Set based on active skin in Skin List (length to active skin).
* Outfit List: List of 1’s and 0’s to represent which outfit is selected.
* int OutfitID: Set based on active outfit in Outfit List (length to active outfit).
* Residence List: List of 1’s and 0’s to represent which residence is selected.
* int ResID: Set based on active residence in Residence List (length to active residence).
* Pet List: List of 1’s and 0’s to represent which animal is selected.
* int PetID: Set based on active pet in Pet List (length to active pet).
* Environment List: List of 1’s and 0’s to represent which environment is selected.
* int EnvID: Set based on active skin in Environment List (length to active environment).
* Lists used to swap between customization items in game.
* ID’s used to save user’s customization state.

User Save States

* User Customization List: List of customization ID’s from User Customization.