

Night Knights

Introduction

At first glance, the world seems to be a safe place. No conflicts, no danger, just harmony. Everyone can be whoever they desire to be. Some (students) want to discover all the wonders of the world. Driven by the thirst for knowledge, they study all day in libraries and share their discoveries. But at night they have to fight for their lives like the doughtiest of knights. This seemingly perfect world changes as the sun goes down. Suddenly, dangerous predators (chavs) crawl from the darkness, waiting for the defenceless. Students walking on the streets are a perfect prey for them. Despite the danger, they have to be there. After all, after the whole day of studying, they have to eat or drink something. Otherwise, they would die.

Program instructions

The program consists of two windows.

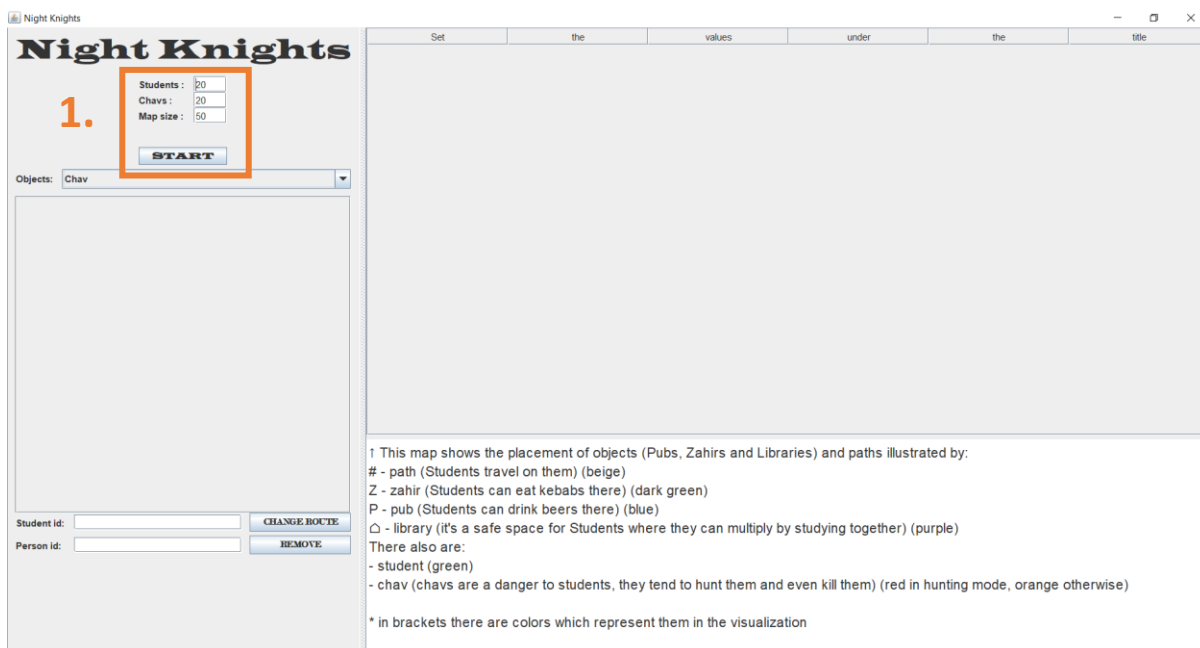


Figure 1 Start – main window

To start the program, values in the 1. have to be filled out:

- Students -> number of students in the simulation
 - Chavs -> number of chavs in the simulation
 - Map size -> number of pixels vertically and horizontally (one value for both)
- , and the START button has to be pressed.

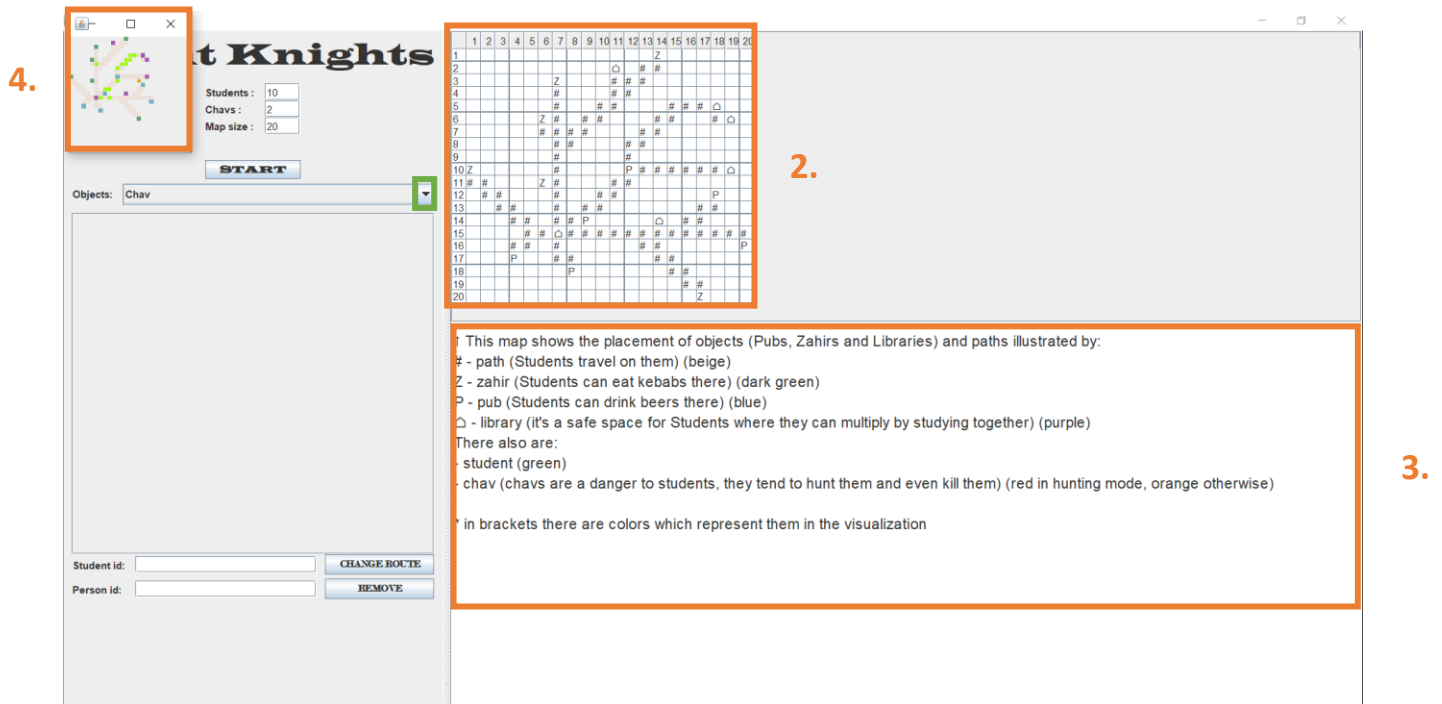


Figure 2 Started simulation, both windows open

- Map of the world showing placement of paths, libraries, pubs and Zahirs.
- Description of the symbols on the map and visualization.
- The visualization showing the placement of all objects in real-time. (separate window)

After clicking the arrow in the green box, we choose a type of object and data about all the ones of this type is shown in the table below. The data is accurate to the data at the moment of clicking.

Night Knights

Students : 10
Chavs : 2
Map size : 20

START

Objects: Chav

ID	name	x	y	health	beer level	food level	speed	strength	safe	zodiac sign
2	Jamie Kowal	3	19	5	98.3000000	98.3000000	14	3	false	Capricorn
4	Jamie Kowal	8	16	8	98.7000000	98.7000000	15	6	false	Virgo
5	Amos Wojcik	11	16	9	98.9000000	98.9000000	16	6	false	Phoxes
6	Silver Kowal	13	17	10	98.8000000	98.9000000	16	4	true	Cancer
7	Gus Kamins	6	3	10	98.5000000	98.5000000	16	3	false	Cancer
8	Hesh Newak	4	4	10	98.7000000	98.7000000	16	2	false	Phoxes
9	Amos Wojcik	2	6	10	98.4000000	98.4000000	15	3	false	Capricorn
10	Hunter Wojcik	8	17	10	98.6000000	98.6000000	12	5	false	Sagittarius

Student id: **CHANGE ROUTE**

Person id: **REMOVE**

Night Knights

Students : 10
Chavs : 2
Map size : 20

START

Objects: Student

ID	name	x	y	health	beer level	food level	speed	strength	safe	zodiac sign
2	Jamie Kowal	3	19	5	98.3000000	98.3000000	14	3	false	Capricorn
4	Jamie Kowal	8	16	8	98.7000000	98.7000000	15	6	false	Virgo
5	Amos Wojcik	11	16	9	98.9000000	98.9000000	16	6	false	Phoxes
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8	Hesh Newak	4	4	10	98.7000000	98.7000000	16	2	false	Phoxes
9	Amos Wojcik	2	6	10	98.4000000	98.4000000	15	3	false	Capricorn
10	Hunter Wojcik	8	17	10	98.6000000	98.6000000	12	5	false	Sagittarius

Student id: **CHANGE ROUTE**

Person id: **REMOVE**

There are also two options below the table, allowing to:

- change the route of any Student by giving their ID and pressing the button
- remove someone (Student or Chav) by giving their ID and pressing the button