Final Project Proposal

Animal Circus!

DESCRIPTION:

We want to simulate a circus game where the user can buy animals, train them, and have them perform to earn fame and money. The goal of the game is to earn as much as possible before bankrupting. The player will start out with a certain amount of money to buy animals and a certain number of "actions". Every decision that is made in preparation for the circus will use up these actions. Actions in the game include purchasing animals, training animals, and taking care of the animals. Each animal has different characteristics and can learn different tricks, which can appeal differently to adults or children. When all actions are used, the game moves into the circus stage. Here, the user can choose which animals to perform and what tricks they will do. At the end, the player will know how much money was made, and how many fame points were gained. After the circus ends, a certain amount of money will be deducted from the earnings to feed and maintain the animals. If you become bankrupt or if you choose to quit, the game will end. Otherwise, the game continues and returns to the action stage where new animals can be bought and new tricks can be taught. When the game finally ends, the total earnings as well as the fame points earned will be shown.

DETAILS:

1. You are running a circus
    a. Start with some amount of money
2. Get details about the circus
    a. Number of children/adults
    b. Decide on pricing of circus (affects attendance)
3. Decide how to invest your time and money
    a. Start with some number of actions
        i. Buying an animal is considered an action
        ii. Training an animal is also an action
            1. Different animals have different characteristics/tricks
            2. Different popularity/appeal to children/adults
            3. Different price to feed/maintain
    b. Continue until all actions are used
4. The Circus!
    a. Choose which animals and what tricks they perform
    b. Print out tricks of animals
5. Results!
    a. Print out messages about how the audience liked the performance
    b. Print out the amount of money made
    c. Print out the amount of fame points made
6. Continue?
    a. If you run out of money
        i. Bankruptcy, game ends (Go to Step 7)
    b. Otherwise, do you want to do the circus again?
        i. If yes, let's train! (Go to Step 2)
        ii. If no, game ends (Go to Step 7)
7. End
    a. Print out score, money, fame, etc.