

Final Project Proposal

"The Life of a Human"

Elon Musk frequently states that life is a computer simulation. To provide evidence for this bold claim, this project will simulate the life of a human from birth to death. The human shall go through childhood, adolescence, and adulthood unless death comes early. The user will be able choose what events and actions the human will take, including the human's lifestyle(Druggie/nerd/athlete ** lifestyle can be changed by the user upon input); however, there will also be events which occur outside of the user's control(e.g. car accidents, etc.). The simulation will not account for gender.

General:

- Abstract class: *Human.java*
- Executable class: *Woo.java*
- Subclasses(Human) :
 - *Child.java*
 - *Teen.java*
 - *Adult.java*
- Interfaces:
 - *Druggie.java*
 - *Athlete.java*
 - *Nerd.java*
- Additional classes:
 - *Events.java*
- Imports:
 - *Keyboard.java*
 - *java.util.ArrayList*

Class Description:

- *Human.java*:
 - The basic human characteristics:
 - Name
 - Age
 - Health
 - friends(arraylist)
 - General human actions:
 - Sleep (abstract)
 - Make friends
 - Die
 - Grow up (abstract)

- Bully(abstract)
 - sex
- *Child.java, Adult.java, Teen.java:*
 - Implements abstract methods
 - Implements methods from interface
- *Druggie.java:*
 - Interface which details all the actions a drug addict takes
 - takedrugs()
 - dealdrugs()
- *Athlete.java:*
 - Interface which details all the actions an athlete takes
 - exercise()
- *Nerd.java:*
 - Interface which details all the actions a nerd takes
 - study()
- *Events.java:*
 - Reads from events file given the type of event(e.g. Going to hospital, school, etc.) and returns dialogue
 - To be called in subclasses of Human

Stretch:

- Switch statements
- Reading a file to handle dialogue
 - Example: hospitaltext.txt
 - a file to hold all the dialogue that occurs in a hospital
 - Each row is a different dialogue