Bike Shop CEO

A business / resource management tycoon. You have bought a small bike shop, now it’s time to get rich!

# Interfaces

## IViewable

For all classes that have a visual representation.

## IListenable

For all classes that have an audible representation.

# Classes

## Base class: Character, IViewable, IListenable

* Pathfinding
* Movement

#### Derived class: Worker\_

* Method: makeObject
* Method: assembleBike
* Method: repairBike

##### Derived class: Worker\_salesrep

* Field:
* Method: helpCustomer

##### Derived class: Worker\_creator

#### Derived class: Customer

* Field: Buying intention

##### Derived class: Customer\_buying

* Created based on market (brandRecognition X satisfaction X areaMultiplier)
* Has high buying intentions
* Method Browsing
* Method Buy

##### Derived class: Customer\_repair

* Created based on market
* Has low buying intentions
* Method getRepair

##### Derived class Customer\_complaint

* Created based on previous sales X quality of product
* Has low buying intentions
* Method complaint

#### Derived class: VIP, Safety inspector (eg)

* Method Wandering

## Base class: Objects

### Derived class: Objects\_inventory (objects that can be installed or used)

### Derived class: Objects\_furniture (static objects, like table)

### Derived class: Objects\_machines (workable, like 3D printer)

## Base class: Jobs

## Base class: Market

### Field: areaMultiplier

A value between 0 and 1, based on the number of potential customers in the area.

### Field: brandRecognition

A value between 0 and 1, based on the number of sales in the last 365 days.

### Field: salesSatisfaction

A value between 0 and 1, based on satisfaction of sales and complaints in the last 365 days.

### Field: repairSatisfaction

A value between 0 and 1, based on satisfaction of repairs in the last 265 days.

### Method: Update

Spawns new customer\_buying based on areaMultiplier x brandRecognition x satisfaction.

Spawns a new customer\_repair based on number of sales in the last 365 days x objectQuality