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

Jobs

Customer

Browse

Pay

Leave

Complain

Get repair

Pick up bike

Workers

Help customer at register

Help customer in shop

Help customer in repair

Repair bike

Accept incoming goods

Move incoming goods into storage

Create objects

Assemble objects

Move