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Final design

* Start program.
* Set initial values for score, req\_score, and confidence\_multiplier.
  + score = 10
  + req\_score = 23
  + confidence\_multiplier = 1.0 (placeholder amount)
* Output to user the setting and current situation the user happens to be in within an office. You’re sitting in an office room, and the tension is killing you. You must deliver a crucial presentation to your colleagues and boss, and the current state of your job is riding on this. One issue: you didn’t prepare at all! So, you’re going to have to say some random things and hope they buy it.
  + Note: The user will try to ‘win’ by trying to surpass a set variable value of 35. This variable is called goal\_score. They will start with a user\_score at 10 and then try to say the best answer to say in the right scenario. Good answers give lots of points and bad answers deduct points. It depends on the question.
* Ask for the input of the player’s name.
  + Output your boss sitting at the end of the conference table saying, “Well, [player\_name], it’s your turn. Go ahead. We’re all waiting…”
* The confidence level of the player will be asked for input from the player. It will be an integer, between 1 through 5.
  + The confidence level of the player will be a multiplier for the score that they are trying to obtain. The higher the inputted integer is, the greater the multiplier is for the total points calculated. Variable is confidence\_multiplier
    - Inputted 1 = 1.1x multiplier to total\_score
    - Inputted 2 = 1.3x multiplier to total\_score
    - Inputted 3 = 1.6x multiplier to total\_score
    - Inputted 4 = 1.8x multiplier to total\_score
    - Inputted 5 = 2.1x multiplier to total\_score
  + Will ask for reinput if the user puts in an invalid answer
* Output a description of the player beginning the presentation, saying dialogue beginning the presentation. The confidence level provided earlier will affect the dialogue outputted here. Distribution of user\_score points also happens depending on the answer.
  + If confidence is 1 or 2: dialogue = “Um… hello. I’m here to, um, pitch my latest idea…”
  + If confidence is = 3 : dialogue = “Hello. I’m here to pitch my latest idea…” and user\_score and score + 1)
  + Etc. (score + 2)
* Output the next part of the story, where the presenter is forced to make a decision on what to say.
  + Dialogue output will be something like “As we all know, the latest major incident within our supply department has been…”
  + At this point, the user must input a value: A, B, or C. This will be prompted with options for what to choose.
  + Output options, with corresponding points:
  + “Choose one of the following:

1. = “…has been something that is of utmost importance.”
2. = “…has been something that is important but there are greater tasks at hand.”
3. “…has been something to not worry about.”
   * A = best option, score + 5
   * B = okay option, score + 3
   * C = worst option
   * Invalid answer provided as input = repeat via boolean

* User is again forced to make another decision, but this time, with a float number.
  + Dialogue output: “Our losses have been quite large. We’ve seen percentage losses of…”

(Wait, what was that percentage again? You could’ve sworn you saw it yesterday on a whiteboard in the office. You’re pretty sure it was something between 10% and 20%, but it also had some decimal places too. It’s all very fuzzy— it was pretty early in the morning when you saw that yesterday. But now’s not the time for flashbacks! The boss looks a little unimpressed. Quick, say something! And try to be precise too!)

* + If inputted number is <= 13.6 and is >= 10 = undershoot, + 2 score
  + If inputted number is <= 16.5 and is >= 13.6 = good guess, + 5 score
  + If inputted number is <= 16.6 and is >= 20 = overshoot, + 2 score
  + Will be repeated with a boolean if the input is invalid
* Ouput the continuation of the story, where the user is described to read off the presentation for a large portion of time.
  + Confidence\_level = 1: add score + (1 \* confidence\_multipiler)
  + Confidence\_level = 2: add score + (2 \* confidence\_multipiler)
  + Confidence\_level = 3: add score + (3 \* confidence\_multipiler)
  + Confidence\_level = 4: add score + (4 \* confidence\_multipiler)
  + Confidence\_level = 5: add score + (5 \* confidence\_multipiler)
* Output the continuation of the story, describing some of the final points the user has to make. The user must choose between options A, B, C, or D.
  + Output dialogue: “In conclusion,

1. = “I doubt that we will ever be able to fully recover from such a detrimental issue. I propose that we should cease funding for repairs, as such an issue is only to be fixed with time.”
2. = “To get to the bottom of this, every department should spend all of their time and resources to fix such an issue, even if it causes more problems. We can’t let this happen again.”
3. = “We should do nothing about this and should all take a big smoke break in the lounge.”
4. = “We should take this slow and steady. It might be urgent, but rapid responses often lead to more mistakes. With enough time and evaluation, this will be a thing of the past.”
   * + A = bad answer, -7 from score
     + B = good answer, score + 7
     + C = worst answer, -10 from score
     + D = best answer, user\_score + 10
   * This marks the end of all user inputs for the rest of the game.

* Output the story of the user finishing the presentation, and then the boss asks the user to meet them in their office.
  + Further dialogue from here will change depending on if the user\_score did or did not surpass the goal\_score of 35. The boss’s tone within the printed outputs of dialogue will change depending on the variable boss\_tone, which will change depending on the user\_score.
    - If user\_score <= 35
      * Output negative message that tells user they’re fired

elif userscore > 35

Output positive message that tells user they’re doing well

* End program.