

Murder Sim Project

(archive written 3/16/2025)

The project I will be archiving will be a more recent one.

I made a simulation in python where people get angry and then do murder for some reason. It was a silly idea that I had a dream about, so here is the archive of it.

This is the first part of the code, as you can see I imported time and random, I will get into why later.

As you can see, this version has 2 players both with their individual stats. I am new to coding, so this may be bad code, but it works. They each have anger, money, friends, and friend points. Including true and false variables for marriage, divorce, and their own true or false variable for if they were alive.

There is also the DougActive part and the Doug meter. I am a DougDoug viewer and these are a reference to him.

Basically, this all is just the set up.

```
1
2 import random
3 import time
4
5
6 players = 2
7
8 anger1 = 0
9 anger2 = 0
10 money1 = 200
11 money2 = 200
12 friend1 = 0
13 friend2 = 0
14 friendpoint1 = 0
15 friendpoint2 = 0
16
17 marriage1 = False
18 marriage2 = False
19
20 divorce1 = False
21 divorce2 = False
22
23 person1 = True
24 person2 = True
25
26 DougActive = False
27 DougMeter = 0
28
```

```
while players >1:
    c = random.randint(1,13)
```

So, this is a loop for when there is more than one player.

C is the event variable.

These are examples for the events. Basically, events happen and the anger goes up and down and friends go up and down.

This is basically most of the code.

```
if c == 1 and friend1 >= 1:
    anger1 += 1
    friend1 -= 1
    print("person 1 has lost a friend")
elif c == 1:
    anger1 += 1
    print("person 1 has no friends and rages")

if c == 2 and friend2 >= 1:
    anger2 += 1
    friend2 -= 1
    print("person 2 has lost a friend")
elif c == 2:
    anger2 += 1
    print("person 2 has no friends and rages")
if c == 3 and (money1 > 0):
    anger1 -= 1
    money1 -= 20
    print("person 1 has gone to therapy")
elif c == 3:
    anger1 += 1
    print("person 1 is too broke for therapy")
```

```
if c == 4 and (money2 > 0):
    anger2 -= 1
    money2 -= 20
    print("person 2 has gone to therapy")
elif c == 4:
    anger2 += 1
    print("person 2 is too broke for therapy")
if c == 5:
    money1 += 100
    anger1 -= 1
    print("person 1 got a paycheck")
if c == 6:
```

The money, as I showed is for therapy and they get paid for paychecks, I added the money system for them to get broke and broke people get more angry, at least, I'd be angry if I needed therapy and was broke.

Now, the friend points, marriage, and divorce. As you can see, friend points are needed for marriage, and the more friends you have, the more friend points you earn. Then if you are married, there is a chance you get divorced and lose all your money in the divorce, which, with no surprise, sets the money to zero.

```

if friend1 >= 1:
    friendpoint1 += 1*friend1
if friend2 >= 1:
    friendpoint2 += 1*friend2

if c == 9 and friendpoint1 >=50 and friend1 >=1 and marriage1 == False:
    marriage1 = True
    anger1 -= 10
    divorce1 = False
    print("person 1 is getting married!!")
elif c == 9 and marriage1 == False:
    anger1 += 1
    print("person 1 is going into rage due to being single")
if c == 10 and friendpoint2 >=50 and friend2 >=1 and marriage2 == False:
    marriage2 = True
    anger2 -= 10
    divorce2 = False
    print("Person 2 is getting married!!")
elif c == 10 and marriage2 == False:
    anger2 += 1
    print("Person 2 is going into a rage due to being single")
if c == 11 and marriage1 == True and divorce1 == False:
    marriage1 = False
    friendpoint1 = 0
    anger1 += 9
    money1 = 0
    divorce1 = True
    print("PERSON 1 GOT DIVORCED AND LOST ALL THE MONEY IN THE DIVORCE")

```

```

if divorce1 == True:
    anger1 += 1

if divorce2 == True:
    anger2 += 1

```

And finally, when you are divorced, your anger goes up each time it loops back, so hopefully the player gets married soon after.

Here is the DougDoug part. Basically, Doug awakens, then each loop has a 1 in 20 chance to kill everyone ending the simulation is a surprising end. I added this mostly for the bit and because I was sharing it in the DougDoug Discord server.

```

if c == 13 and DougActive == False:
    DougActive = True
    print("Doug has been awakened")

if DougActive == True:
    DougMeter = random.randint(1,20)

if DougMeter == 10:
    players = 0
    print("Doug has killed everyone")

```

(I would call it Dougcord, but my bf says that Dougcord sounds gay (I'm gay btw))

```
time.sleep(2)

if anger1 >= 10:
    print("person 1 has killed person 2 from anger")
    players1 = False
    players -= 1

if anger2 >= 10:
    print("person 2 has killed person 1 from anger")
    person2 = False
    players -= 1

if players <= 1:
    break
```

And lastly, the end.

Time was imported to put breaks in the loop so it doesn't print it all at once.

And then once a person gets too angry, the other person dies.

And then the loop ends.

This project was going to be bigger, but I felt satisfied with it, so I left it as this.

Anyways, the end result

person 1 has no friends and rages
person 1 is going into rage due to being single
Person 2 is going into a rage due to being single
person 2 has no friends and rages
person 1 got a paycheck
person 1 got a paycheck
person 2 has made friends
person 1 has gone to therapy
person 2 has gone to therapy
person 1 has made friends
person 1 has made friends
person 2 has lost a friend
Doug has been awakened
Person 2 is going into a rage due to being single
person 2 has lost a friend
person 1 got a paycheck
person 1 has lost a friend
person 1 has gone to therapy
person 2 has gone to therapy
person 1 has lost a friend
Person 2 is getting married!!
person 2 got a paycheck
person 2 has lost a friend
person 1 has made friends
person 2 has gone to therapy
Doug has killed everyone

And here it is. Hope you enjoyed looking at this! I will archive more soon.