

# Programming Perks

## Ambiance Perks:

- **Negative Nancy:** Can make fun of the music played in class. (level 1)
- **Veto Song:** Can veto any song selection once per day. (level 2)
- **Veto Veto:** Can veto anyone else's veto so that the song continues to play once per day. (level 3)
- **Veto Upgrade 1:** Veto perk can be used twice per day. (level 4)
- **MP3 Perk:** Can listen to own MP3 player when the class is listening to music once per week. Volume must be low enough that you can hear the instructor should he say anything. (level 4)
- **Veto Upgrade 2:** Veto perk can be used thrice per day. (level 5)
- **MP3 Perk Upgrade 1:** Can listen to own MP3 player when the class is listening to music. Volume must be low enough that you can hear the instructor should he say anything. (level 5)
- **DJ Perk:** Can choose the music that the whole class listens to instead of Mr. Sommerer's ridicules music for 20 minutes per week. (level 6)

## Sustenance Perks:

- **Hydration:** Can drink water in the classroom. (level 1)
- **Fruit Snack:** Can eat fresh fruit or vegetables in the classroom; 1 serving per day. (level 2)
- **Grain Snack:** Can eat a snack made of grain in the classroom, 1 serving per day. (level 3)
- **Sugar Snack:** Can eat a snack that would commonly be classified as candy in the classroom, 1 serving per day. (level 3)
- **Marie Antoinette:** Can eat cake and other things made from grain and sugar, 1 serving per day. (level 4)
- **Feed Me Symour:** Can demand a snack from Mr. Sommerer, 1 time per week. (level 5)
- **Gum Perk:** Can chew gum in class. (level 5)
- **On the House:** Can demand a drink from Mr. Sommerer, 1 time per week. (level 6)
- **Party Planner:** Can throw a party. This is a single use perk. (level 8)

## Personalization Perks:

- **Pick Area:** Can pick the area of the room that you want to sit in, but not necessarily the exact seat one time per week. (level 1)
- **Resist Chart:** Can make Mr. Sommerer re-randomize the seating chart once per week. (level 2)
- **Chart Immunity:** Can always decide where to sit. If two people with this perk decide on the same seat, the seat will go to the person with the most XP. (level 3)
- **L33t Loot 1:** Can use either a keyboard or mouse from Mr. Sommerer's stash of high quality devices including wireless mice and the coveted Northgate OmniKey which sells for \$95 on eBay. (level 4)
- **Poster Child:** Can hang a poster of your choice in the classroom. Don't pick anything that would get Mr. Sommerer fired. You can hang one additional poster every two weeks. (level 4)
- **Desktop Command:** Can change your desktop to anything you want as long as it won't get Mr. Sommerer fired. (level 4)
- **BYOC:** You can bring any chair that you want to school and use it during class. The chair must fit in the space provided and will be stored in the shop when not in use. (level 4)
- **L33t Loot 2:** Can use either a keyboard or mouse from Mr. Sommerer's stash of high quality devices including wireless mice and the coveted Northgate OmniKey which sells for \$95 on eBay. (level 5)
- **Desktop Upgrade 1:** Can change the desktop picture on all of the computers in the lab except for the machines of people with the Desktop Command Perk. Desktop must be something that won't get Mr. Sommerer fired. (level 5)
- **Green Thumb:** May bring a plant to class. Plants must be positioned where they do not interfere with classes. One plant may be brought in per week. (level 5)
- **Guest Pass:** You can determine where one other person sits. If they have more XP than you, they can decline the pass. (level 6)
- **Summon Chart:** You can set the seating chart for the whole class. Anyone with more XP than you can resist your chart.

## Manipulation Perks:

- **Limited Invisibility:** Can check your phone once per week with no ill effects. Check must be limited to 30 seconds or less and you must signify to Mr. Sommerer in some unobtrusive manner that you are doing so. (level 1)
- **Invisibility One:** Can check your phone once per day with no ill effects. Check must be limited to 30 seconds or less and you must signify to Mr. Sommerer in some unobtrusive manner that you are doing so. (level 2)
- **Invisibility Two:** Can leave the room for up to 3 minutes once per week to accomplish some reasonable task (go to office, use restroom, get drink, get something from locker). Can only be used when the class is working individually. (level 3)
- **Invisibility Three:** Can leave classroom 30 seconds early for lunch once per week. (level 4)
- **Invisibility Four:** Can leave classroom 30 seconds early for lunch once per day. (level 5)
- **Call Me Ishmael:** Can designate an alternate name by which Mr. Sommerer must address you during class. Said name must not be something that would get Mr. Sommerer fired. (level 4)
- **Demand Change:** Can make Mr. Sommerer change his tie once per week. (level 4)
- **I Dub Thee:** Can designate an alternate name to which Mr. Sommerer must answer you. Suggestions include: "Stupid Head" and "loser". (Level 6)
- **Paste Text Here:** Can designate a news item of their choosing to be included on the announcement screen in the commons. Announcements must not cause other students harm or cause Mr. Sommerer to lose his job. May be used once per week. (level 7)
- **Demand Recommend:** Can demand that Mr. Sommerer write a glowing letter of recommendation to be used for a college, job or scholarship application. (level 7)
- **April Fools:** Will be intimately involved in determining the April Fools joke for the school website this year. (level 8)
- **Root Access:** Can have root (administrator) access to the computer used in class. (Level 8)

## Homework Perks:

- **CTRL-ALT-DEL:** Can complete an alternate program and have the new program be recorded instead of the original program on the leaderboards and in the gradebook. May be used once per program unless I go wild and make more alternate programs. (level 1)
- **Demand Bonus Hint:** Can force me to give you a hint on how to accomplish the bonus item of your choice once per program. (level 2)
- **Demand Bonus Help:** Can force me to give you a help after class on how to accomplish the bonus item of your choice once per program. (level 3)
- **Better Bonus Help:** Can force me to give you a help after class on how to accomplish the bonus item of your choice twice per program. (level 6)
- **Cure Light Wounds:** You will receive a +3 bonus when picking Weekly Aneurism problems. (level 2)
- **Cure Lesser Wounds:** You will receive a +6 bonus when picking Weekly Aneurism problems. (level 3)
- **Cure Serious Wounds:** You will receive a +9 bonus when picking Weekly Aneurism problems. (level 4)
- **Cure Critical Wounds:** You will receive a +12 bonus when picking Weekly Aneurism problems. (level 5)
- **Raise Dead:** You may elect to do a Weekly Aneurism problem even if another student has already picked it. (level 7)
- **Time Warp One:** Your homework may be turned in 1 day late with no ill effects. (level 2)
- **Time Warp Two:** Your homework may be turned in 2 days late with no ill effects. (level 2)
- **Time Warp Three:** Your homework may be turned in 3 day late with no ill effects. (level 2)
- **XP Gain One:** You receive a 5% XP bonus on all alternate programs completed (level 2)
- **XP Gain Two:** You receive a 10% XP bonus on all alternate programs completed (level 3)
- **XP Gain Three:** You receive a 15% XP bonus on all alternate programs completed (level 5)