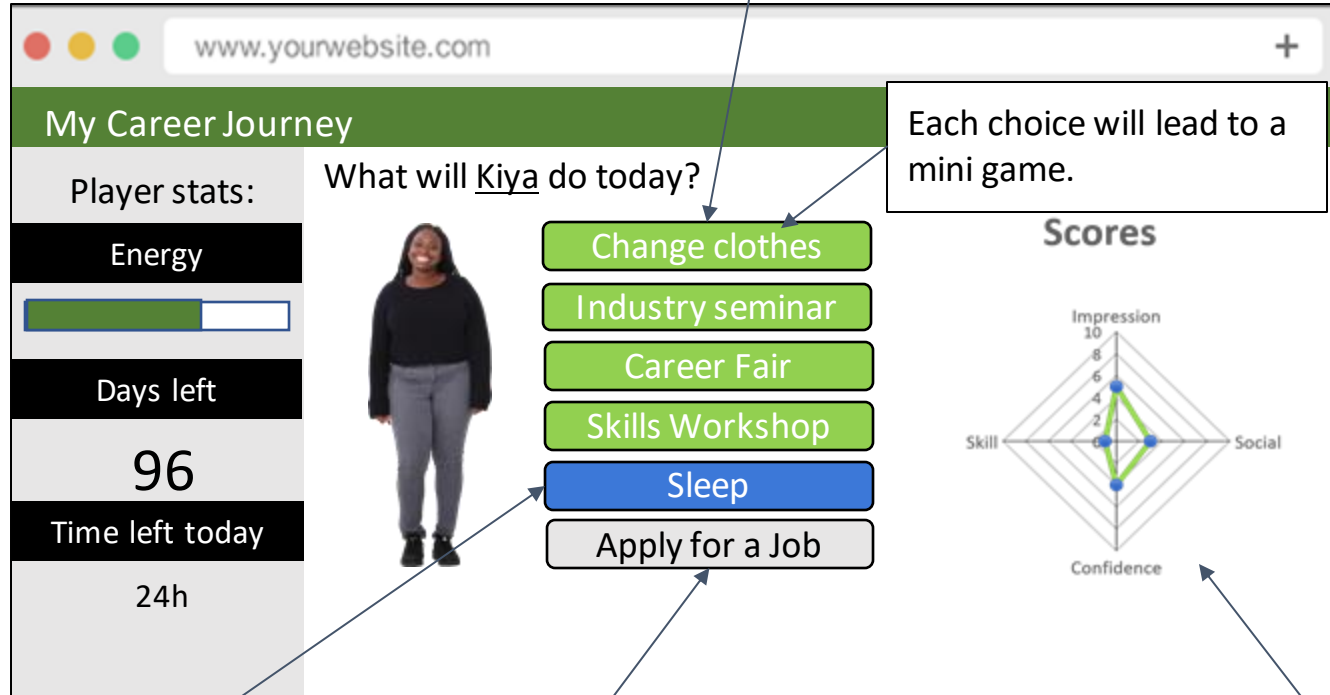


Operational concept - Role Playing Game

Player can choose what to do each day to improve their scores.



Player statistics can be seen at the side

Each choice will lead to a mini game.

Sleep will refill the energy but it takes 8 hours

Player can choose to apply for job to complete the game

Scores highlight if player can be recruited successfully if they apply for job.

Storyboard

