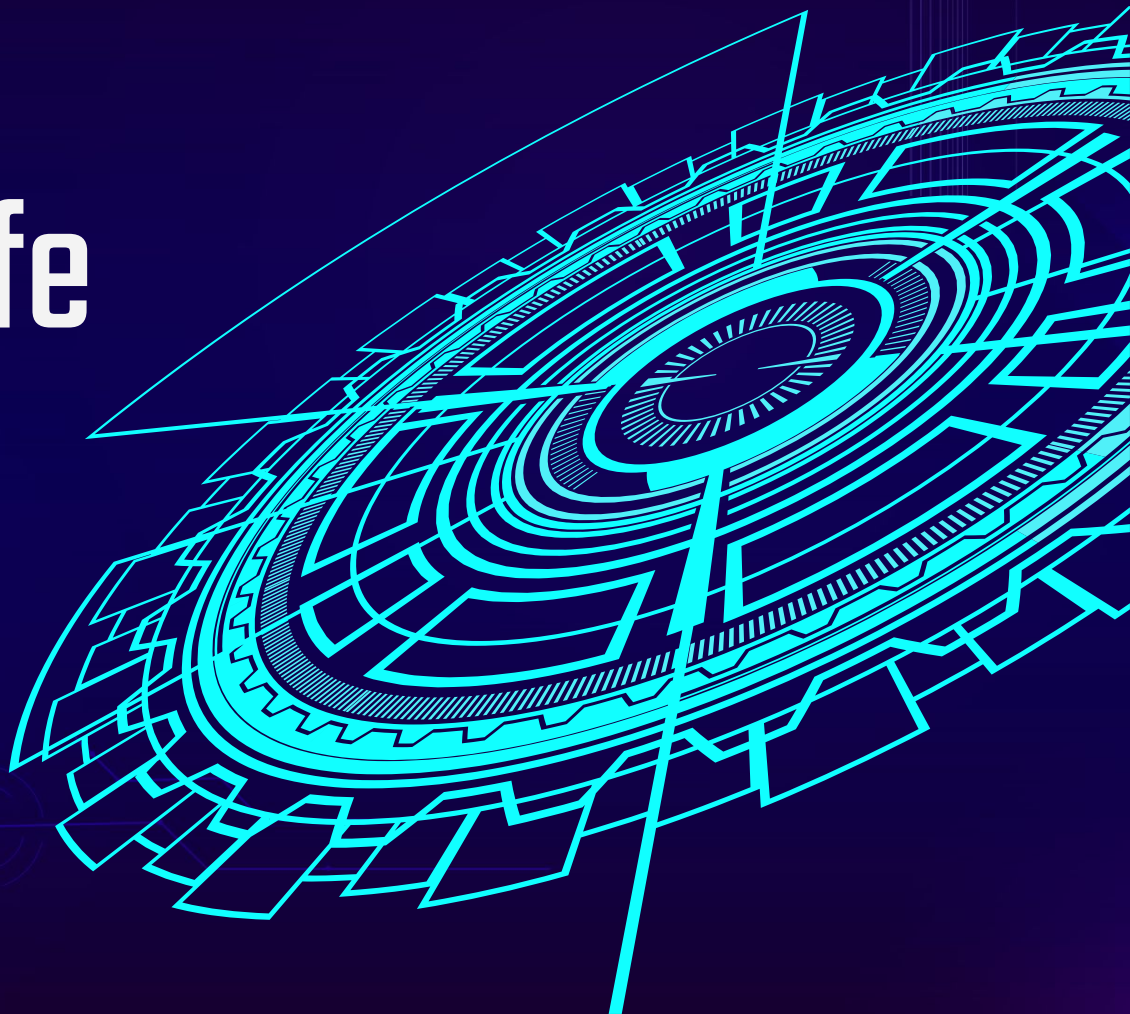


Student Life

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Número: 40961





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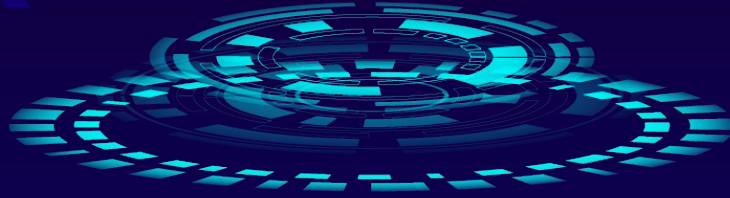
Context

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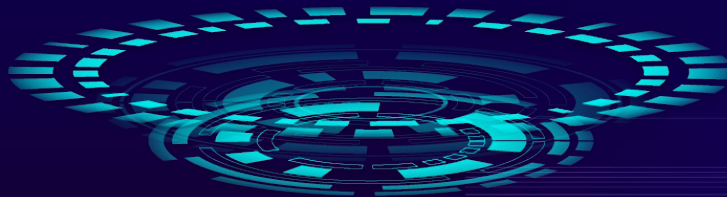


INTRODUCTION

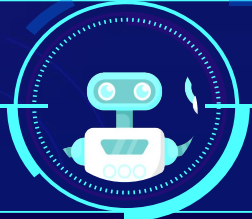
This project consists of the development of a game, whose genre is simulation.

A real-life simulation game is a type of game that tries to simulate real life as closely as possible, including aspects such as work, relationships, education, and finances.

These games often include elements of decision-making, planning, and resource management, and players must deal with challenges and problems.



Main elements



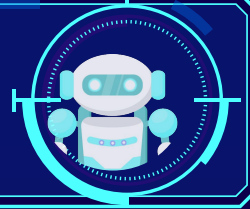
Decision-making

This is the main element of interaction, it defines the course of the game and its conclusion.



Resource management

Money, time, emotion and Life are the main resources.



Planning

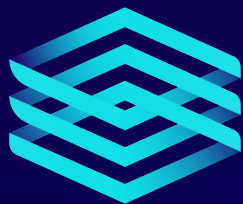
For all good decision making, there is always a good plan.



PROBLEM

This project had as main reference the game My Success Story. This is a simulator with classic clicker mechanics and endless gameplay.

The main objective is to help the protagonist to become a successful businessman. With a long way to go, make critical decisions, interact with different environments and achieve your goals.



My Success
Story



To:


In this game, there is a possibility to make the character of the game a successful businessman.



From:

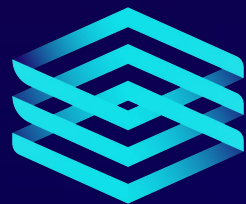
With only 1 dollar, without a house, without a car and without a job, the game's character begins her journey.



The background features a dark blue field with various geometric elements. In the top left, there's a grid of small blue triangles. A white line starts from the left edge, goes horizontally, then diagonally down to the right, and finally vertically down to a small white square. To the right of this line is the word 'SOLUTION' in large, bold, white capital letters. Further right is a large, stylized graphic of concentric, overlapping circles or rings, each composed of small blue and white squares, creating a tunnel-like effect. At the bottom, there are faint, light blue geometric shapes including concentric circles and a stepped line.

Creation of the Student Life game, a simulator focused on the student journey. Game with few interactions and characters, interactive sounds for the background and clicks.

SOLUTION



Student Life
game



To:

A simple citizen, with only €500, starts his journey. Without a house, without a car and without a job, the character's objective is training and professional success.

From:

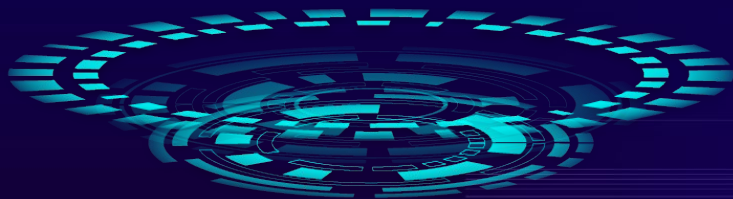
Formed;

Professional success;

Health and financial stability.



THE GAME



What's Student Life?



Main Elements

Decision-making

Act;
Do not act.

Consequences

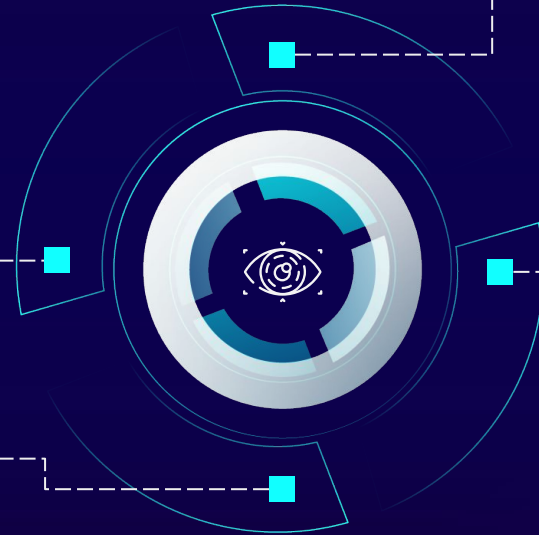
Victory;
partial loss;
Total loss.

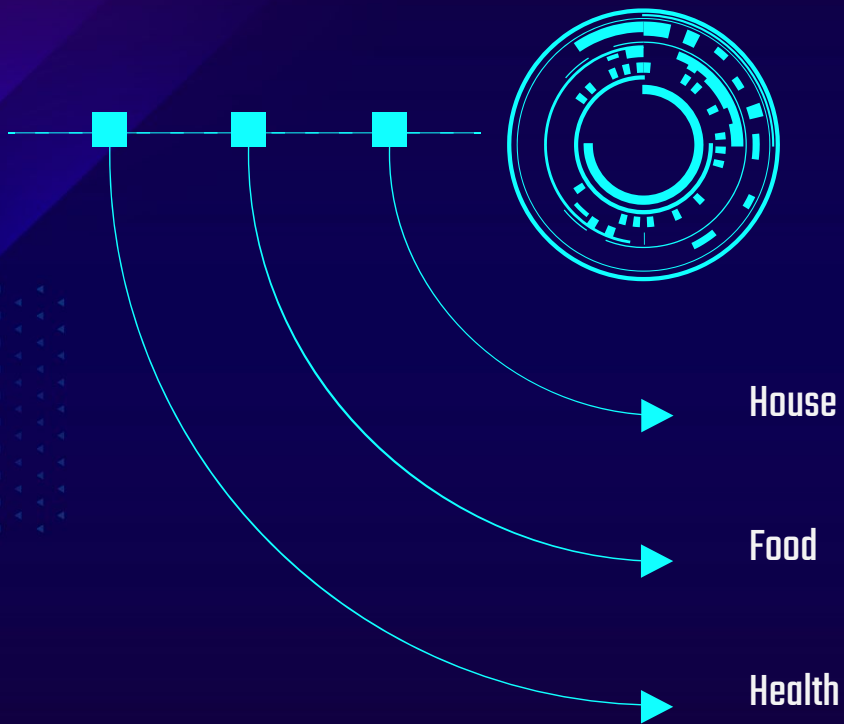
Characters

Student;
Girlfriend;
Dog;
Neighbors.

Surprise

Illness;
Academic results.





Main elements of interactions

The player can choose the house he wants to buy;
It cashes the money and enhances the emotion.

The player can choose the food he wants to buy;
It cashes the money and enhances the emotion.

Player must take pill to improve his health.

Rent a house



Choose the house



Success or failure alerts.

It happens whenever an action is successful.

Success



No success

It happens whenever an action is unsuccessful.

Confirmation message



CONCLUSION AND FUTURE WORK

A Studen Life journey

Let's Study Code - Youtube

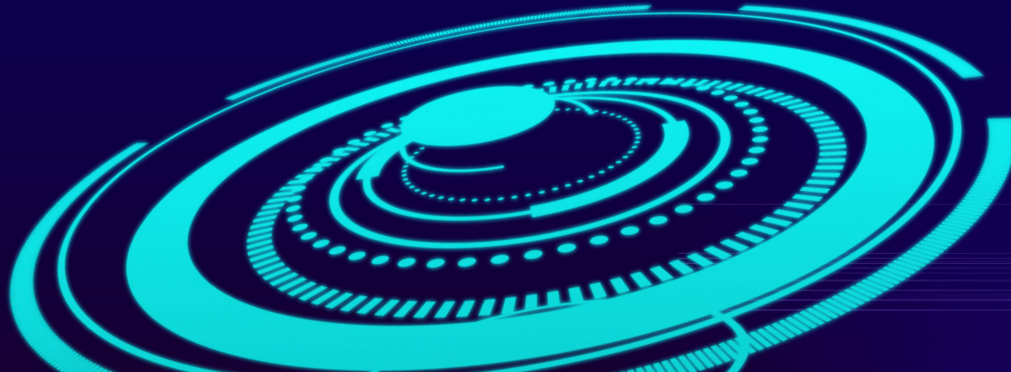
B7rros.me - Instagram

Demonstration

Start the game!

Next version

v. 1





Start Game

Continue Game

Student Life

