1. Provide a web game designed to help players learn coping techniques for everyday life situations
2. Players will be able to make their own account if they don't already have one
3. Players can choose their username
4. An email will be assigned to their account
5. The game will be a "pick your own adventure" style game with scenarios for the player to choose from
6. Scenarios will provide the player with a series of problems
7. Each problem will have three valid coping techniques to choose and learn from
8. Each problem will make use of videos, images, and text to display the problem and coping techniques
9. Answering each question will reward the player with tokens they can use in the game store
10. The player will be able to customize their web game to a certain extent
11. Players will be able to purchase themes and user pictures with tokens they have accumulated
12. Themes will be specific background and text color combinations that will apply to every page of the web game
13. User pictures will change the picture associated with the players account
14. Players progress will be saved
15. Their token amount
16. What theme and user picture they are using
17. What themes and user pictures they have unlocked
18. Administrators will have certain permissions that regular players don't possess
19. Add, edit, and remove scenarios and/or problems
20. Add, edit, and remove player accounts
21. Administrators can play the game as if they are a regular player