* Build a web app game that is accessible from desktops, phones, and tablets
* The game must focus on introducing new coping techniques to the players for use in everyday life situations
* Players must able to make their own account if they don't already have one
* Players can choose their username and password
* An email will be assigned to their account
* The game will be a "pick your own adventure" style game with scenarios for the player to choose from
* Scenarios will provide the player with a series of problems
* Each problem will have three valid coping techniques to choose and learn from
* Each problem will make use of videos, images, and text to display the problem and the suitable coping techniques
* Answering each question will reward the player with tokens they can use in the game store
* The player will be able to customize their web game to a certain extent
* Players will be able to purchase themes and user pictures with tokens they have accumulated
* Themes will be specific background and text color combinations that will apply to every page of the web game
* The color combinations must contrast and be easily readable
* User pictures will change the picture associated with the players account
* Players progress will be saved
* Their token amount will be regularly updated and saved
* What theme and user picture they are using
* What themes and user pictures they have unlocked
* Administrators will have certain permissions that regular players don't possess
* Add, edit, and remove scenarios and/or problems
* Add, edit, and remove player accounts
* Administrators can play the game as if they are a regular player