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

A) Buttons to navigate the game will have easily recognized symbols

B) Theme colors must have a good contrast ratio for readability