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PROBLEM STATEMENT

- All students are required to fill and pass the Laboratory Management Department(LMG) safety passport. But the way of answering the question is not very engaging, especially for the student.
- Each semester, students are required to renew their LMG passport in order for them to be able to proceed with their lab session. Thus, this could be troublesome to some of the students that have difficulties in completing LMG passport renewal due to they are busy focusing on handling other tasks earlier in the semester.

PROBLEM SOLUTION

- Games provide a low-risk environment that allows for developing students' decision making skills, enabling them to grow their competence while minimizing the potential negative consequences that surround their other life choices. Decision making games provide a tremendous tool for building this essential life skill. With a decision-making task, college students who play video games regularly make faster and more accurate decisions than peers who rarely play video games.
- We decided to come up with a solution to create a decision-making game. Take it as a storytelling network and platform where the path of the story later on will be in the player's(students) hands.
- As the students progresses through their story, they are given action and dialogue choices that can influence the plot.