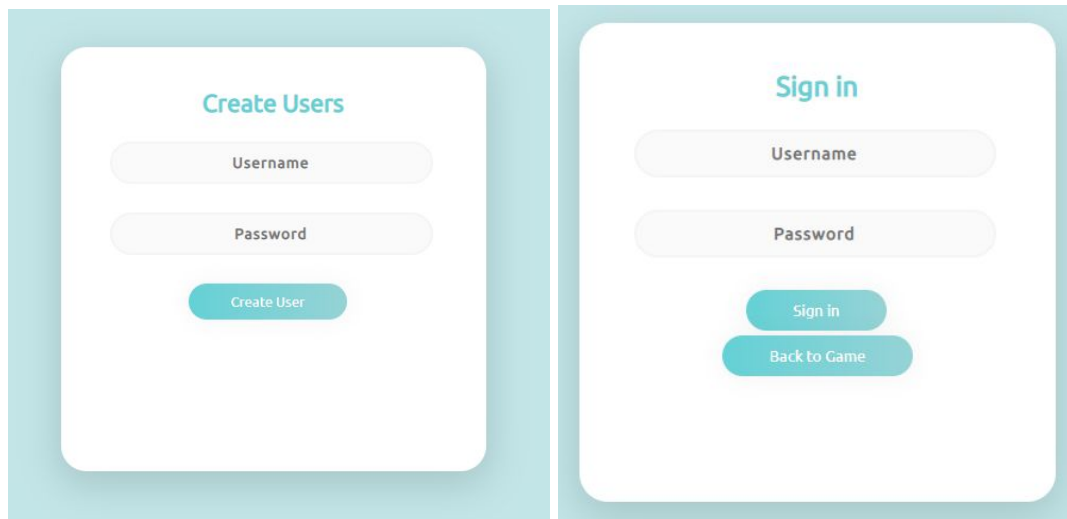# Drexlyfe

Start

To launch the game, open the folder labeled "697" which contains all the main files. Locate the file named index. Double-click the file and the game will launch in your default browser (Preferably Google Chrome).

| index.html | 5/29/2020 10:15 AM | Chrome HTML Do... | 17 KB |

Login using the login button or by opening the LoginPage file. Then create a username using your email and password. Then login using the created username and password for the sign in page.

Overview

Upon starting the game, the user starts off on week 1 of the first quarter at Drexel. The goal is to progress through each week while maintaining high grades and the user wins once the user reaches the end of freshman year (week 30). The user loses by having his health, happiness, smarts, or finances stats drop to 0%. The user can try to maintain his stats through actions provided by the activities page, relationships page, classes page, and the finances page.

Profile and Stats

The left-most page contains the user's name, major, hobby, and stats. It also displays the user's happiness, health, smarts, grades, and activities bars. The user will also have one interactable button: Drop Out. The Drop out button will end the game for the user and the user will have to start over.

Happiness Stat

Happiness: 79%

If the happiness stat drops below 0%, the user loses the game. The happiness stat can be increased or decreased depending on what the user chooses to do each week and will always decrease by 3 each week.

Health Stat

Health: 87%

If the health stat drops below 0%, the user loses the game. The health stat can be influenced by what the user chooses to eat (Food Truck or Hanschumacher), if the user chooses to workout, if the user chooses to work, and if the user gains any injuries or diseases. If the health stat drops below 50%, the user has a chance of catching Malaria with each passing week. Each week, the health stat will decrease by 3.

Smarts Stat
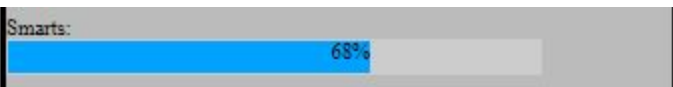
Smarts: 68%

If the smarts stat drops below 0%, the user loses the game. The smarts stat can be increased by studying, doing homework, watching Netflix documentaries, and going to the Hagerty Library. The smarts stat can decrease by the random events that occur in the game, or by playing pool. Also, if the smarts stat is high, then the user will have a high chance of passing exams and quizzes. If the smarts stat is low, the user will have a very low chance of passing exams and quizzes. Each week, the smarts stat will decrease by 3.

Grade Stat
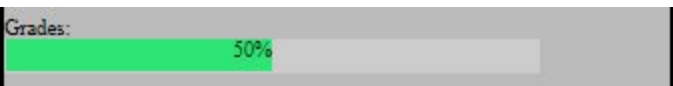
Grades: 50%

The grades stat will not cause the user to lose the game. Ideally, the user should win the grade with the highest grades possible. However, there is no penalty for having a low grades stat. 50% of the grades stat is influenced by the user's exam grades; 25% is influenced by the user's total number of homework completed each week; the other 25% is influenced by the user's quiz grades.

Activities Stat


Activities left this week: 95%

The activities left stat will display the number of activities the user can do by a percent. Each action the user does (studying, working out, eating, playing pool, doing homework, etc) will take away a certain percentage from the activities stat. If the activities stat is too low, the user will not be able to continue doing certain activities. The activities stat will be refreshed to 100% at the beginning of each week.

Next Week

To progress to the next week, click the button labeled "Next Week" on the center page.
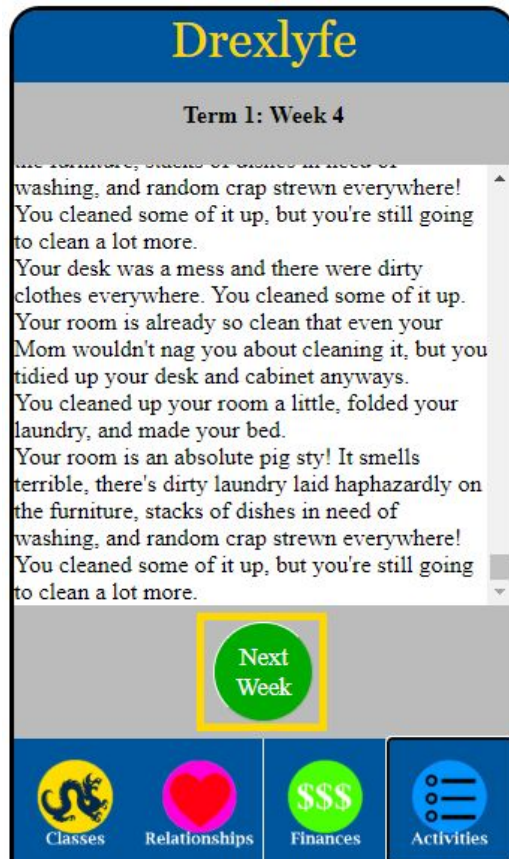
With each passing week, there is a chance the user may encounter a random event.
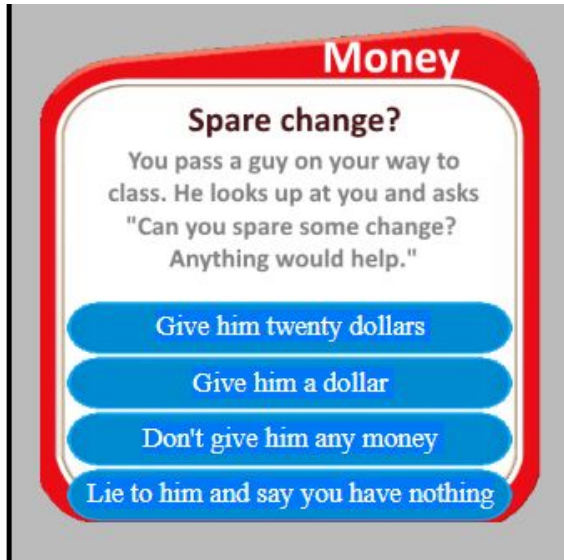
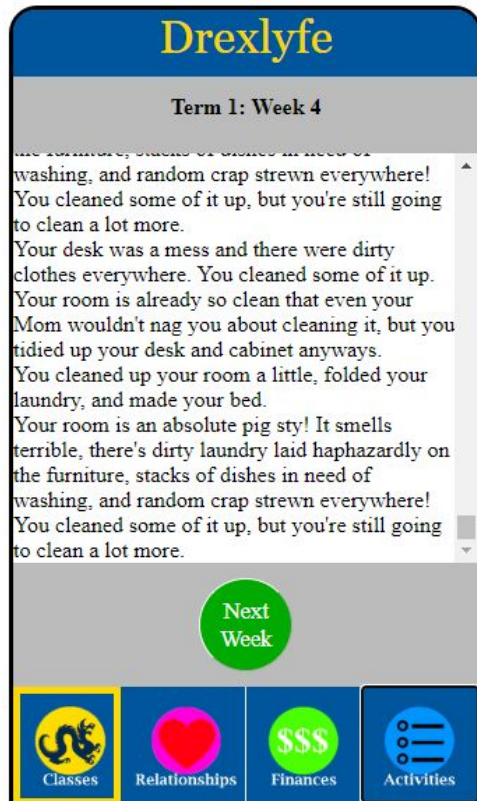There are several random events and each one has a chance of increasing or decreasing the user's stats.

On week 10 of each term, the user will be prompted to take a final exam. Depending on the user's smarts stat, the exam will be either easy or hard. Here's an example of an easy exam:
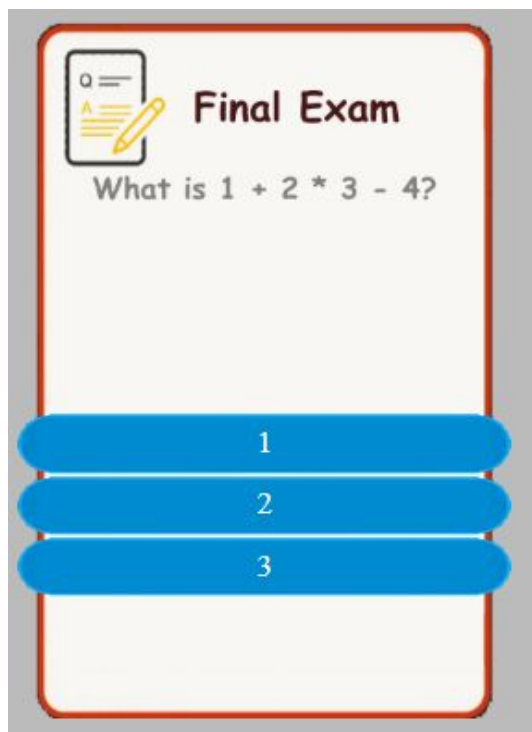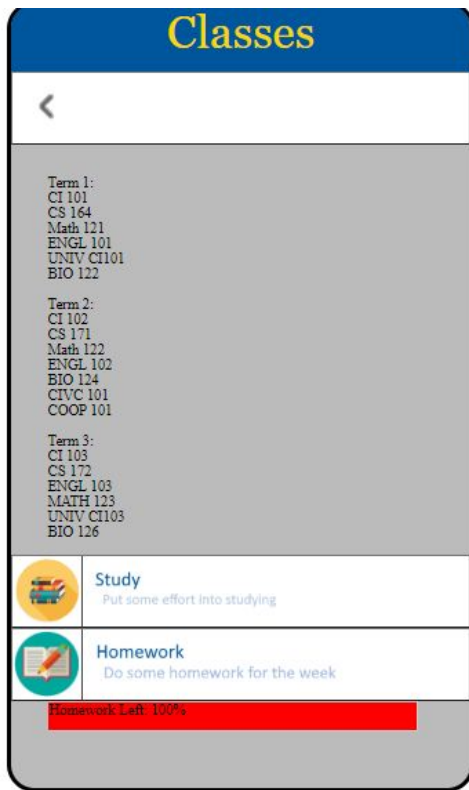

Classes Page

To access the classes page, click the most-left bottom button labeled "Classes" on the center page.

Term 1: Week 4

...the furniture, stacks of dishes in need of washing, and random crap strewn everywhere! You cleaned some of it up, but you're still going to clean a lot more.

Your desk was a mess and there were dirty clothes everywhere. You cleaned some of it up.

Your room is already so clean that even your Mom wouldn't nag you about cleaning it, but you tidied up your desk and cabinet anyways.

You cleaned up your room a little, folded your laundry, and made your bed.

Your room is an absolute pig sty! It smells terrible, there's dirty laundry laid haphazardly on the furniture, stacks of dishes in need of washing, and random crap strewn everywhere! You cleaned some of it up, but you're still going to clean a lot more.

Next Week

Classes Relationships Finances Activities

This will cause the classes page to be displayed on the right page.

Classes

<

Term 1:
CI 101
CS 164
Math 121
ENGL 101
UNIV CI101
BIO 122

Term 2:
CI 102
CS 171
Math 122
ENGL 102
BIO 124
CIVC 101
COOP 101

Term 3:
CI 103
CS 172
ENGL 103
MATH 123
UNIV CI103
BIO 126

Study
Put some effort into studying

Homework
Do some homework for the week

Homework Left: 100%

Inside the classes page, the user will see the classes he will have for his freshman year. The user will also see two interactable buttons: Study and Homework. The study button has a chance to increase the smarts and happiness stats depending on the user's current smarts stat. If the user has a high smarts stat, then the chance the smarts and happiness stats will increase is high. If the user has a low smarts state, the chance the smarts and happiness stats will increase is low. The homework button can be used to do one piece of homework each click.

Relationships Page

To access the relationships page, click the button on the center page labeled "Relationships."
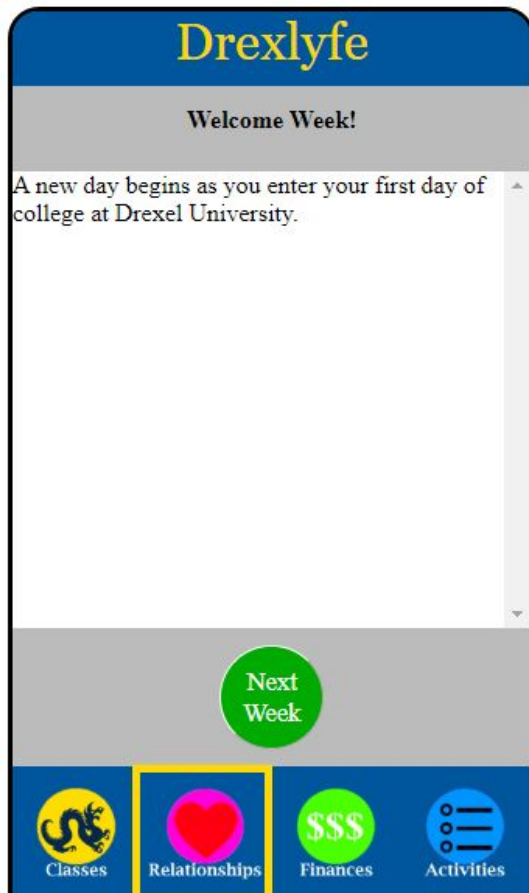
The user will have the option to interact with their parents, classmates, or roommate.
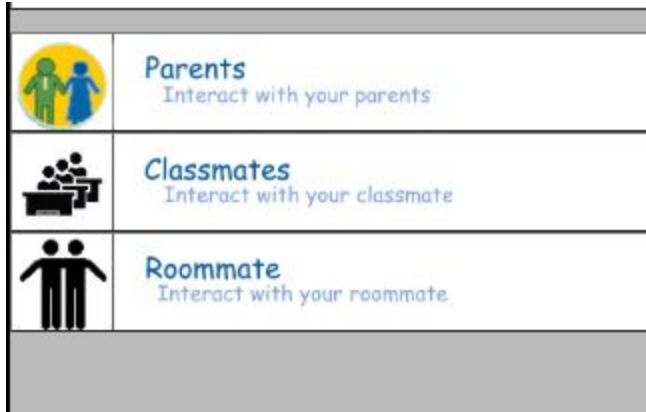
Inside the parents page, the user will have the option to call either parent, which will increase the respective parent's happiness.


Inside the classmates page, the user will have the option to interact with five different classmates. For each classmate, the user can either have a conversation with them or study with them. Conversing will have a chance to increase either the user or the classmate's happiness. If the user has a low study stat, studying with a classmate will increase the user's study stat as well as the happiness stat.
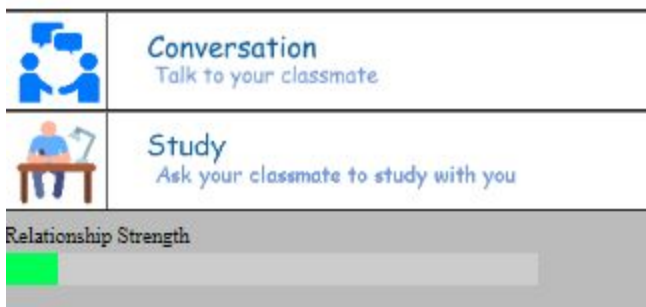

Finally, inside the roommate's page, the user will have the opportunity to have a conversation, borrow money, clean their room, or ask for help. Conversing, cleaning their room,

and asking for help will increase the user's happiness. Asking for money will have a small chance of increasing the user's money stat.
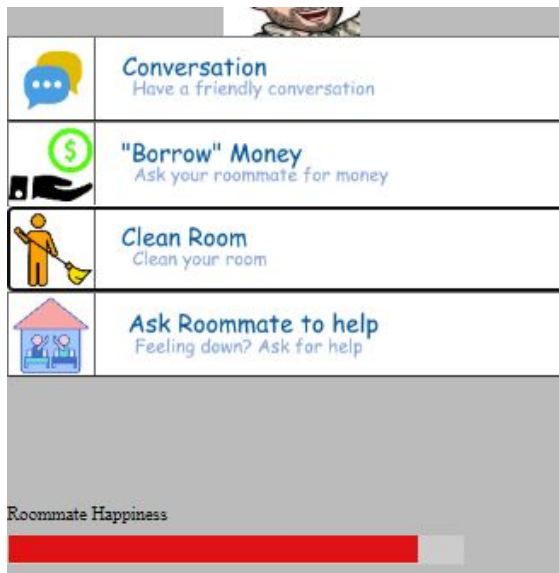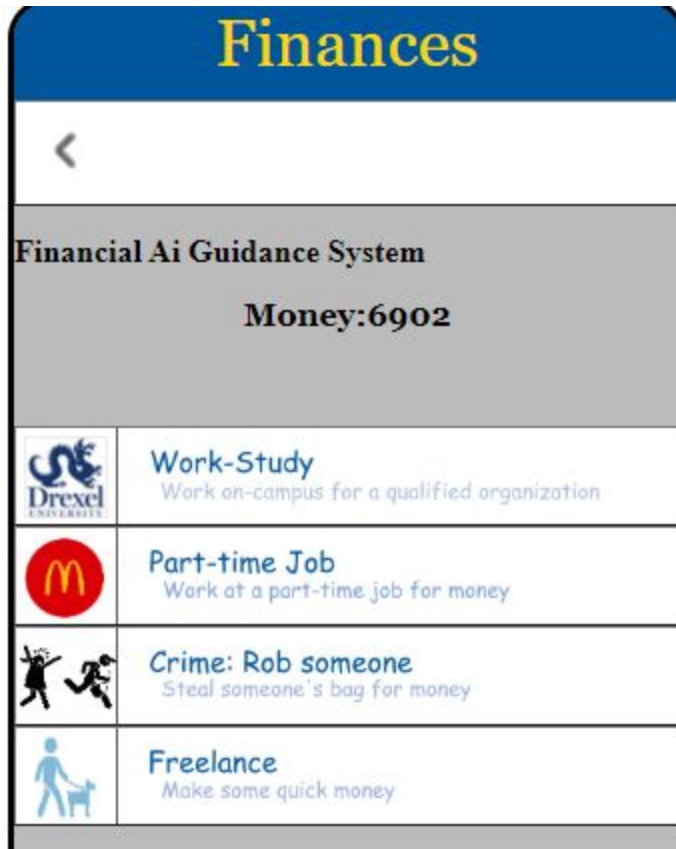

Finances Page

To access the finances page, click the button on the center page labeled "Finances".
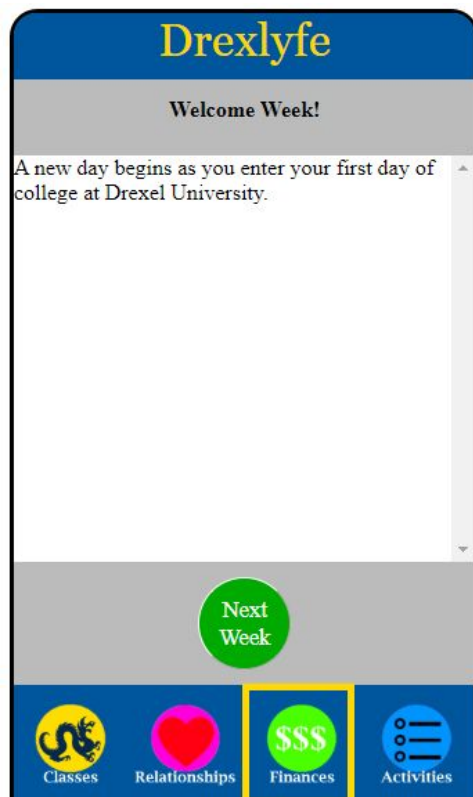
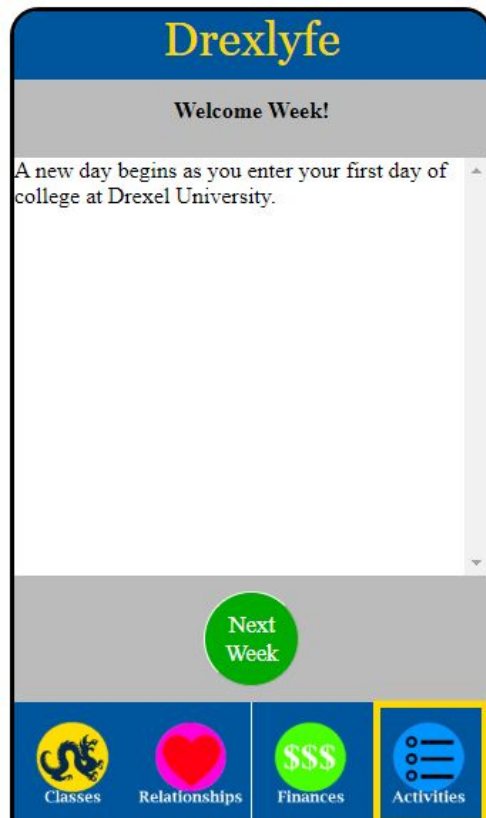This will cause the finances page to be displayed on the right page.

The user will see four interactable buttons: Work-Study, Part-Time Job, Crime: Rob someone, and Freelance. The Work-Study button will increase the user's money stat by an amount between 25 and 90 upon each press and will have a chance to either increase or decrease the user's happiness. The Part-Time Job button will increase the user's money stat by an amount between 35 and 90 and will have a chance to either increase or severely decrease the user's happiness. The Crime: Rob someone button will have a low chance of increasing the user's money stat by an amount between 1 and 130. The Freelance button will have the user choose an amount to charge. If the user charges a high amount, there will be a lower chance of finding a gig. If the user charges a low amount, there will be a higher chance of finding a gig. If the user manages to find a gig, the user's money stat will increase based on the amount the user charged.
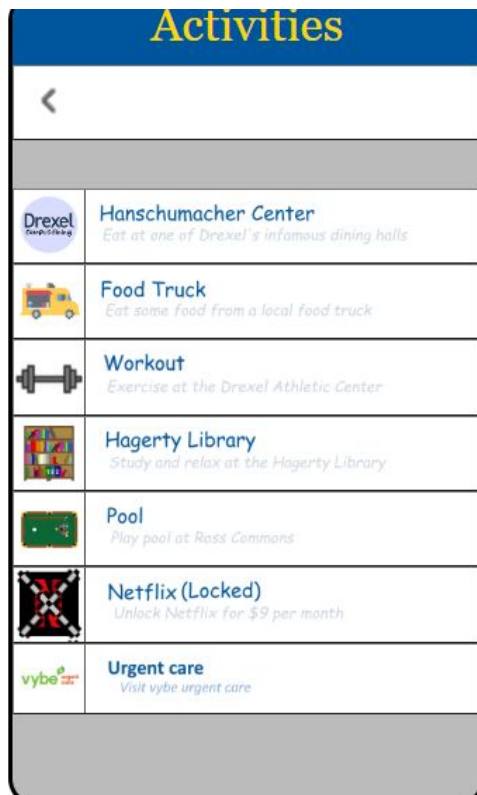
The money stat is used to pay for the user's stay at Drexel. Roughly $2500, well be taken away on the 7th week of each term. If the user does not have enough money for the term, the user will lose the game.

Activities Page

To access the activities page, click the button on the center page labeled "Activities."

This will cause the activities page to be displayed on the right page.

The Handschumacher Center button will have a chance of either increasing or decreasing your happiness and health. The chance can vary between decreasing by your health and happiness stats by 8 or increasing them by 5. The Food Truck button will always increase your happiness and always lower your health. The Workout Button will always increase your health and happiness except in the case where the user sprains their ankle. Then the user will be prompted to go to the urgent care or to ignore the injury. The Hagerty Library button will always increase the user's happiness and sometimes increase the user's smarts. The Pool button will have a chance of either exceptionally increasing the user's happiness or decreasing the user's smarts. The Netflix button is locked at the beginning of the game. Upon the first click, the user can purchase Netflix and will have their money stat go down by 9 every 4 weeks. Once the user has purchased Netflix, upon click, the user will be shown the Netflix menu and can access 6 different buttons: the back button, Anime, Sci-Fi, Marvel, Horror, and Documentary. The back button is the button with the gray arrow, which will return the user to the main activities page. The Anime, Sci-Fi, and Marvel buttons will increase the user's happiness stat by a small amount. The Horror button has a chance to either increase or decrease the user's happiness stat. The Documentary button has a chance to increase the user's smarts stat. The Urgent Care button will cure any injury or disease the user may have or do nothing if the user has no ailments.