Initial Semester Game Rules

Group 14

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| Choice Name | Expected range | Impact |
| number of credits of classes | 0 - 21 | no direct impact under 16, every credit < 16 = 4% increase to stress |
| number of hours worked at outside job | 0 - 168 (per week) | for each hour worked, increase total wealth by $7 (to figure in taxes and expenses); every hour worked after 15 hours = 2% increase to stress, 1% increase to unhappiness |
| percentage of class spent actively engaged | 0 - 100 | if percentage < 100, reduce value for “hours spent attending class” by (100 - percentage)% before using it in grades and happiness calc. described below |
| hours spent attending class | 0 - # credits | if hours < #credits, decrease grade potential by (100\*(credits - hours)/(2\*credits)); increase happiness by 2% for each hour of class missed |
| hours spent studying and working on assignments | 0 - 168 | if hours < 3\*credits, decrease grades potential by (100\*(3\*credits - hours)/(3\*credits)); increase happiness by 5%  if hours > 4\*credits, decrease happiness by 20% |
| hours spent participating in study groups | 0 - 5 | for each hour (up to a max of five), increase grades potential by 2% |
| hours spent on visits to academic resources | 0 - 3 | for each hour (up to a max of three), increase grades potential by 6.5% |
| hours spent taking care of self | 0 - 168 | if hours < 70, reduce grades and happiness potential both by (100\*(70-hours)/(4\*70)) |
| hours spent on solitary leisure activities | 0 - 168 | for each hour, increase happiness potential by 2%, decrease stress by 1% |
| hours spent on activities with other people | 0 - 168 | for each hour, increase happiness potential by 3%, decrease stress by 1.5% |