Group 14, *BOHN*

Comp101Y

Professor Berczynski

Semester Project Executive Summary

**Project Description**

UMBC Life Sim 2020 - Quarantine Edition is a college life management simulation game created by Group 14, *BOHN*, to simulate college life at University of Maryland, Baltimore County, specifically designed for students taking classes online and in person during the COVID-19 pandemic. The game was created with high school seniors in mind to help introduce them to the college experience and environment. College brings many new challenges to students, such as time management skills, more freedom, and more responsibility.

**Summary**

The game uses a system that scores the player’s stress levels, happiness, grades, and amount of wealth. These parameters are modified by in-game events, such as increasing stress by choosing too many credits and decreasing grades but increasing happiness when skipping class. At the end of every week, scores are recalculated and the player is given a total score at the end of 16 weeks. Limitations of this game include less engaging visuals due to the usage of still screens instead of a game with fluid motion, some players may feel that game scores are arbitrary due to using a numerical system, and some players may not feel engaged by simply reading and responding to text.

**Initial Recommendation**

At this time, we do not recommend the publication of this game in its current state for various reasons.

**Justification**

The game is incomplete and has many systems that are yet to be fully implemented. These systems, such as the scoring system, are vital to the core gameplay and we require more time to complete the game. Another vital criteria for the game to achieve is to make sure it can last for a whole semester, which is about 16 weeks. Also our code is somewhat ambiguous at the moment, making it difficult to read, and some parts of the code need to be edited out.

**Proposed Course of Action**

We plan to fix the scoring system in the game. We also will finish our system that tracks when each day and week has concluded, as well as the semester. If time persists, we may add an option which allows the player to select what events they have attended. The events will be virtual due to the COVID-19 pandemic. Once that is finished, we will implement our scoring system and fix any bugs that arise. We also have to finish programming keyboard controls. We also have to make sure that the code is modular and easy to read. We also plan to fix any minor glitches or bugs we may have in our game.

**Conclusion**

Our game is meant to allow the transition from high school life to college life become smoother and less stressful. The game takes place at UMBC and while it is based on the UMBC freshman experience, the game is broadly applicable to almost every school in the United States. Also, although the game is currently incomplete, we believe that once it is complete it should be used as a learning tool in high schools.