

The game shall start on a menu screen, where there will be a “Play Game” option, a “Customise Character option”, and a “Credits” option. The “Credits” option opens a page where any credits are listed. The “Customise Character option” opens a page where the user can cycle through different sprite options for the characters. Clicking the “Play Game” option opens the game.

Once the player starts the game, the game will display their chosen character configuration placed into the virtual campus. From here, the player will be able to start completing activities by moving around the map using the arrow keys, and interacting with points of interest. By interacting with points of interest, both the player's time and energy will decrease. Studying throughout the in-game week will overall increase the players study score. By doing recreational activities the player's wellbeing score will increase. The player can go to sleep in their accommodation.

The player can sleep to move to the next day, and after 7 days the end of the week occurs and the score is revealed. If the player runs out of time in a day, they will fall asleep where they are, and progress to the next day with a negative effect. The player gets a pass mark if they study at least once a day (they can study twice in one day to catch up once, but this can only be done once).

At the end of the week, a scoring screen will be displayed. If the player meets the pass mark conditions they get a passing mark. The quality of this passing mark is determined by their study score and wellbeing score. After this the player can return to the main menu.