**User Guide:**

Launch the Game:

* Run the program to begin your simulation journey.The game starts by displaying the Main Menu with options to Start, Resume, or Exit.

Create Your Player:

* Enter your name, gender, and choose your school (SSE, SDSB, HSS).
* Your player starts with:
  + Cash: 1000
  + GPA: 4.0
  + Hunger: Full
  + Inventory: Empty

Objective:

* Survive the semester while maintaining a high GPA, keeping hunger in check, and improving your social standing

Main Components:

* *Locations*: Each location offers specific interactions, for example at the Eateries the user can purchase food items to restore their hunger and manage budget.In addition, at the Schools locations user may attend classes which influence the user’s GPA.
* *NPCs*: These randomly appear at specific times in the form of hangouts.The user may choose to hangout with these characters.This influences the social factor stat but at the same time user also needs to manage academic commitments.
* *Hunger & GPA*: The hunger stat decreases over time and hence user has to manage eating habits as when hunger reaches zero the game ends. The GPA stat starts at 4.0 by default however decreases depending upon the users choices through the simulation.

Advanced Components:

We have used Vectors to manage the classes in our code.In additon, the GUI has been implemented to display stats of the user as the simulation progresses using SFML. The concepts of encapsulation for classes is also applied.