# Self Worth Game

1. **Primary Theme(s):** Identity is defined by accomplishments
2. **Primary Mechanic(s):** Movement, collecting things, moving things
3. **Rationale:**
   - Ralph Arnold's work has a lot to do with identity, and one of the things a lot of people define themselves by is their accomplishments.
   - Describe the system architecture and provide rationale for your system design decisions: The game will keep track of the players achievements, storing them until the end of the game, when they will be listed and displayed to the player.
4. **Description of Experience:** Each play session is only a minute long. Each session is meant to be a full lifetime. During those sixty seconds, the player can choose to accomplish various achievements in the surrounding area such as write a book, rescue a cat from a tree, adopt a dog, save a baby from a burning building, etc. Once sixty seconds have passed, your character will die and their achievements will be memorialized on their tombstone, shown at the end of a life. Gravestones fade over time. Can replay a person's playthrough when selecting a gravestone.