Engaged
1 Dungeons and Dragons
2 Date Night
3 Played Games
4 Sleep
5 Counseling

Drained
6 Homework
7 Job
8 Missing a Scheduled Gaming session
9 Waking up early
10 Arguing

Job & Description
Game Designer
Someone who designs a game to bring people together to feel peace and teamwork.

Odyssey Plan 1 (What you would like to happen after college)

Together is Better than Alone

Year 0- I hope to have a Starting level software job to support my family.
Year 1- I hope to improve my software skills.
Year 2- I hope to have a job to make enough money and have a house.
Year 3- I hope to improve my software skills.
Year 4- I want to be financially stable.
Year 5- I hope to get a job at a gaming company where I can help create fun games for the world.

I want to explore different languages so that I can code in whatever language is needed.

Resources   - 90
Likability   - 90
Confidence   - 70
Coherence   - 90

Odyssey Plan 2 (What you would do if things related to Plan A didn't exist)

Games make the world go round

Year 0- I hope to have a Starting level game design job to support my family.
Year 1- I hope to improve my game mechanic skills.
Year 2- I hope to have released a game and obtain a job to make enough money and have a house.
Year 3- I hope to have helped release a few games.
Year 4- I want to be financially stable.
Year 5- I hope to get a job at a company where I can help create fun board games/RPG games for the world.

I want to explore various game formats to improve my understanding of different games.

Resources   - 70
Likability   - 75
Confidence   - 60
Coherence   - 70

Odyssey Plan 3

Teamwork makes the Dream Work (If money or Image was not a factor)

Year 0- I hope to learn enough software to understand basic game design on a high level
Year 1- I hope to improve my software skills further.
Year 2- I hope to have released a small game/mods.
Year 3- I hope to improve my software skills and game creation understanding.
Year 4- I want to have released a full game.
Year 5- I hope to get a job at a gaming company where I can help create fun games for the world.

I want to have an understanding of many languages so that I can create a game using many different techniques.

Resources   - 100
Likability   - 100
Confidence   - 80
Coherence   - 85