**Biography of main character**

Alash was born in Taraz in 2003. From a young age, his parents taught him not to lie, to be generous, polite, fair and merciful. In 2016, he entered the National Academy of Sciences in Taraz. While studying at school, he is very strong in education. Due to the special teaching style of the teachers, Alash graduated from the NIS with a golden mark. MESC grades are 4 A\* and 1 A. When converted to UNT points, it takes 140 points. If we talk about a clear character: he is between 175-185 cm tall, a guy who cares very much about his appearance.  **Beginning of story**

The main character whose name is Alash enroll to KBTU. At the start he has small amount of intelligence, HP, and happiness. His main aim is collecting as many as possible pts for end this year successfully. The timeline is divided to 3 parts. In each part he can go different to different location to take some pts.

**University**

In this location student has mini game such as examination and 3 different subjects: Physics, History, and Programming. Each subjects contains 3 questions which can change your indicators. Correct answer can increase your knowledge to +3pts and happiness +4pts, else if player answer wrong happiness indicator decreases to -1pts.

**Theatre**

Theatre contains 3 different staging: Historical, Drama, and Comedy. Each of them can impact to indicators differently. When player chose Historical plot his knowledge increase to +5pts, for Drama +2pts knowledge and +2pts happiness, and for comedy +pts happiness.

**Gym**

There are 3 types of exercises: Boxing, Pull-ups, and Hammer. Player should use them to increase HP and as bonus happiness will rise to. Each exercise contains unique mini game and animation.

**Boxing:** Player should tap the letter which is shown on the screen, and each tap increase the speed of game. If player tap to another button or his time is out, he loses and can play again this game in the next timeline part. In this game each 2 correct taps give +1HP to player.

**Pull-ups:** Player will play mini game where he should tap to special button when pointer come to green part of indicator. The game has 3 outcomes. First is when he taps to green part, he takes +1pts HP and game increase speed. If player taps to yellow part, he doesn’t get any point, however speed will increase. Finally, if player taps in red part game is stop and player lose.

**Hammer:** In this mini game you have 10 seconds and in 10 seconds you should tap to special button as many as possible more. If you tap more than 0 and less than 40 you take +5pts HP, from 40 to 90 you can earn +8pts HP, from 90 to 130 you take +12pts HP, and if you tap more that 130 you take +150pts HP.

Each doing exercise is increase your happiness to +4pts.

**Night Club**

This is special location where player can lose or take some pts. There 3 types of events, which are Dancing, Drinking, and Casino. Dancing can increase your happiness +5pts, but lose -3pts of knowledge. Drinking +9pts happiness and lose -5pts knowledge. The casino is secreted location.   
 **Casino** There are 2 types of games in casino. They are Roulette and Jackpot.

**Roulette:** In this game player have 2 choices. First is playing with colors and another is playing to numbers. When he plays for color, he should choose one of the 3 colors: red, black, and green. Your probability of win in case choosing red or black is ½. In case of win you take +5pts happiness, on another way you lose -8pts happiness. Also there is third color which is green, and if you win you take +50pts happiness, else -4pts. When player choose numbers, player can choose number from 0 to 32. The probability of win is 1/32. In case of win player takes +50pts happiness, else -4pts.

**Jackpot:** In this game players’ task is tap to start button and wait. The randomly 3 number will show on the screen. The probability of shown 3 similar numbers is 94/1000 and probability of taking Jackpot (777) is 6/1000. So, if you win by similar numbers, you can take +10pts happiness, in another way you lose -3pts. If you win 777 you win +90pts of happiness.

In each playing player will lose -1pts of knowledge.

**Dorm**

When player sit in dorm, he can meet different types of events. Firstly, it is massage about hackathon from Mr. Kelgenbaev. You can accept it or not because you can win or lose your point.   
 **Hackathon:** 1st if intellect -15pts win prob. (10%)  
 if intellect 15<X<60pts win prob. (60%)  
 if intellect +60pts win prob. (90%)

2nd if intellect -45pts win prob. (10%)  
 if intellect 45<X<80pts win prob. (60%)  
 if intellect +80pts win prob. (90%)

3rd if intellect -70pts win prob. (10%)  
 if intellect 70<X<90pts win prob. (60%)  
 if intellect +90pts win prob. (90%)

One more event will in random period. In this event player will ill and there fore HP will decrease -10pts.

**Ending variants**

There are 5 different variants of ending. The Best, Good, Bad, and 2 variants of expulsion.

**The Best:** to attain this ending player should play hard and complete all tasks which he can, if at the end of year he has +90pts HP, Happiness, and Intellect this ending will happen. Next year he will take increased scholarships.

**Good:** In this case he will continue his study, but the scholarship will as usual. To get this ending your indicators should be: HP +70pts, Happiness +70pts, and Intellect +65pts.

**Bad:** This variant of ending is happened when player take: HP 30<X<70, Happiness 30<X<70, Intellect 45<X<65. In this ending player if his HP -70pts he ill therefore next year he should pay all his scholarship to doctor, if his Happiness -70pts he will stressed and next year he should pay all his scholarship to psychologist, and if Intellect -65pts he lose his scholarship.

**Expulsion:** *1st Variant:* In game if one of his indicators equal to 0 he lose, If HP he take heavy illness, so he can’t continue study. If Happiness, he gets dip depression and therefore he comeback to his hometown. If intellect University will expulse him.   
 *2nd Variant:* At the end of year if HP -30pts or Happiness -30pts or Intellect -45pts he leaves University. Because of events which mentioned before.