**Game Report**

Game Back Ground:

The game is based on the 2013 Southeast Asian Haze, where the haze period was caused by large-scale burning in many parts of Sumatra and Borneo. The haze was notable for causing record high levels of pollution in Singapore where the 3-hour Pollution Standard Index (PSI) readings reached a record high of 401.

In this game, you play as a store owner, stocking up on gas masks at the start of the week, and trying to make a profit on the sales!

Gameplay:

At the beginning, the player starts with a sum of money and 3 stores. The player chooses the amount of gas masks to purchase, before assigning them to whichever stores at chosen prices. The day will start after confirmation of stock placement, counting down the day and simulating a situation where the haze is drifting into Singapore.

At the start of each day, the player gets to replenish their stock, and reassign prices and amounts to the store of their choice. The player also gets to move their stores on the map to how they see fit, depending on the sometimes in-accurate weather forecast or the dynamic haze movements.

The game ends after 7 in- game days, where the PSI readings will reach 401. Success or Failure will be determined if the player has earned a profit or loss.

Features:

* Haze Class
* Forecast Class
* Buyer Class
* Save and Load
* Sound Class
* Money Class
* Time Class
* Grid Class
* Tile Class
* Game States
* Camera Class
* Clicking Class

Knowledge Applied:

Knowledge gained from all the modules we studied for the past 4 semesters has been applied into the making of this game.