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Element HUD that changes depending on player action

Player

Sodium

I will create a game that can be used by people of all ages, to safely provide knowledge in a way that is comforting and enjoyable. This will allow everyone to show their best selves and learn without any discrimination.

1

Sodium

Element HUD that changes depending on player action

If player touches water with sodium, they will explode!!



Feels: <https://www.turito.com/blog/one-on-one-online-tutoring/character-traits-for-kids-to-succeed>

Says:

<https://hundred.org/en/articles/what-do-kids-think-about-school-the-answers-might-surprise-you>

<https://therealschool.in/blog/whats-children-opinion-early-school-education-system-perspective-mind/>

Thinks: <https://www.nytimes.com/2019/12/19/learning/what-students-are-saying-about-how-to-improve-american-education.html>