

# “The Struggle”

A Freshman Among Us

A game produced by Binary Beasts:

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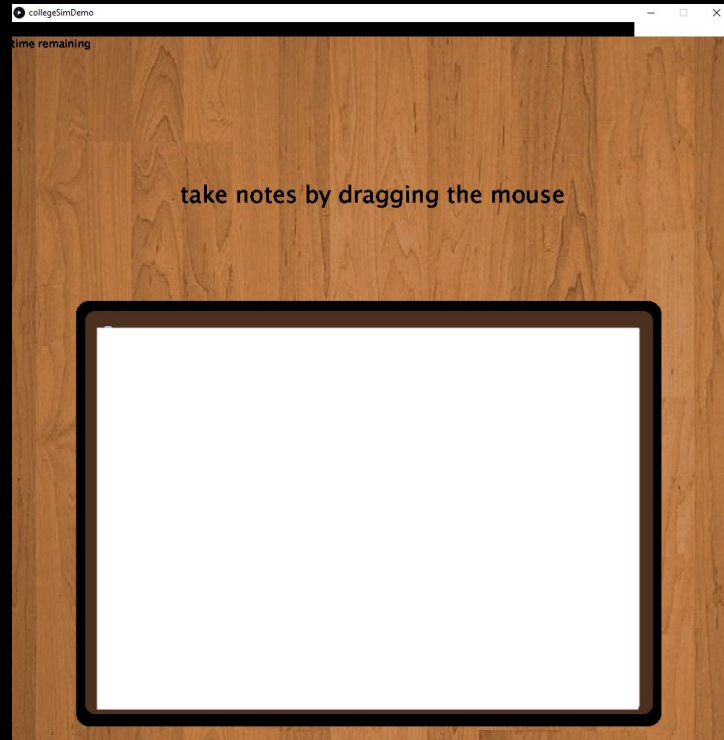
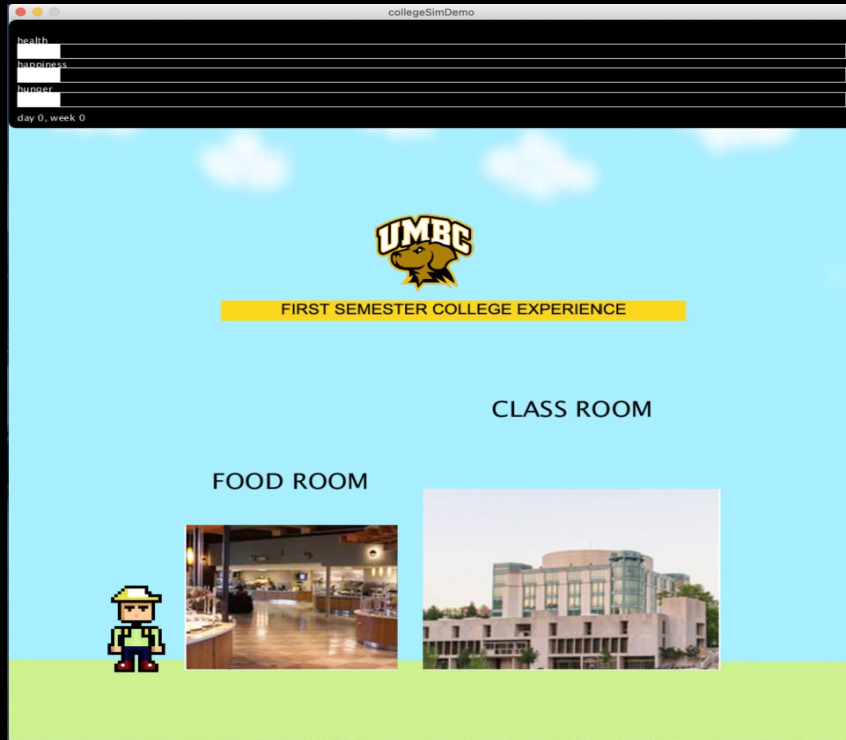
## Game's Purpose/Audience:

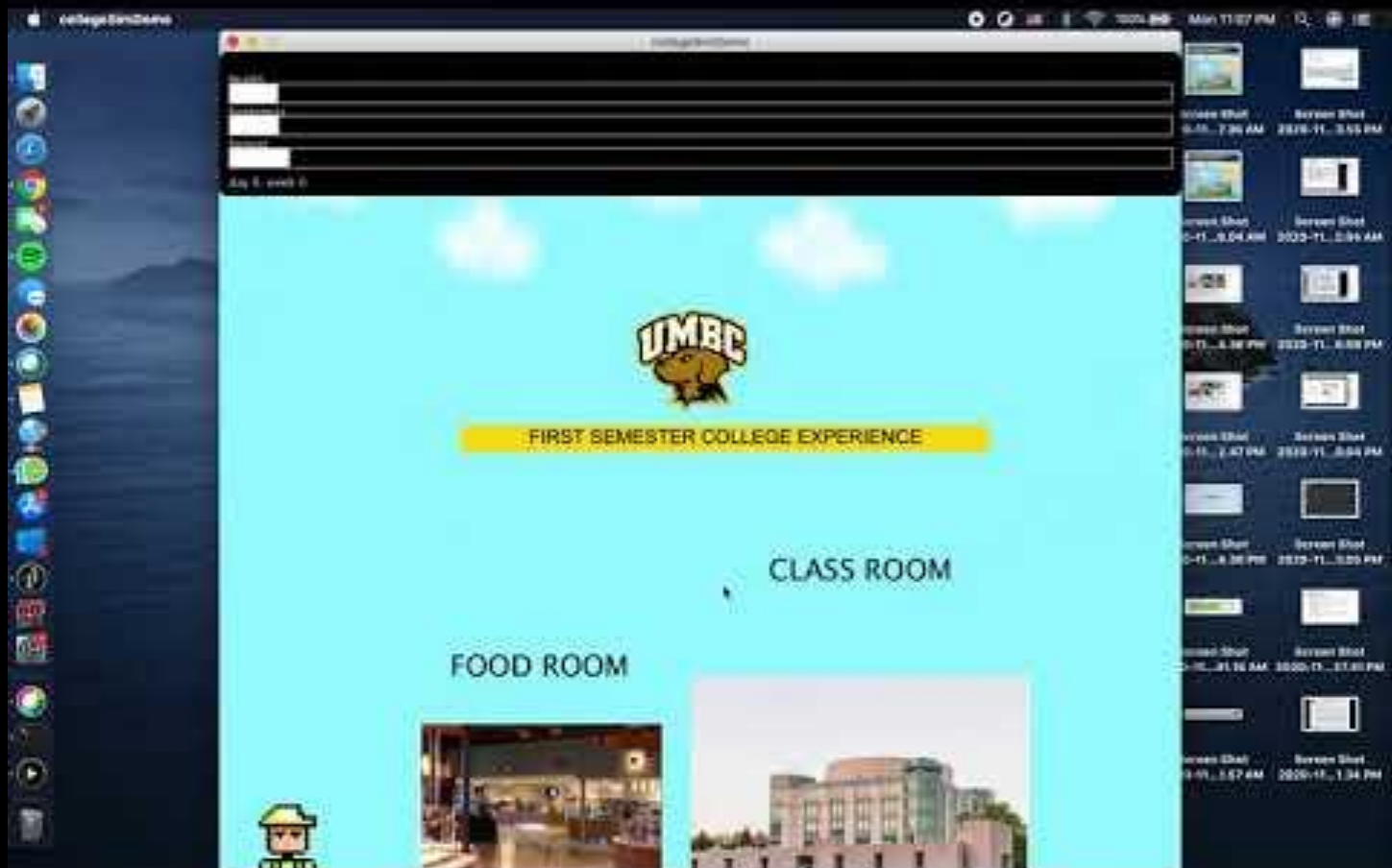
- Intended audience of anyone, no specific bias
- The purpose of this game is to showcase a unique experience of a freshman at UMBC
- The game showcases different aspects of college life that a student experiences during his/her freshman year at UMBC

## Key Activities :

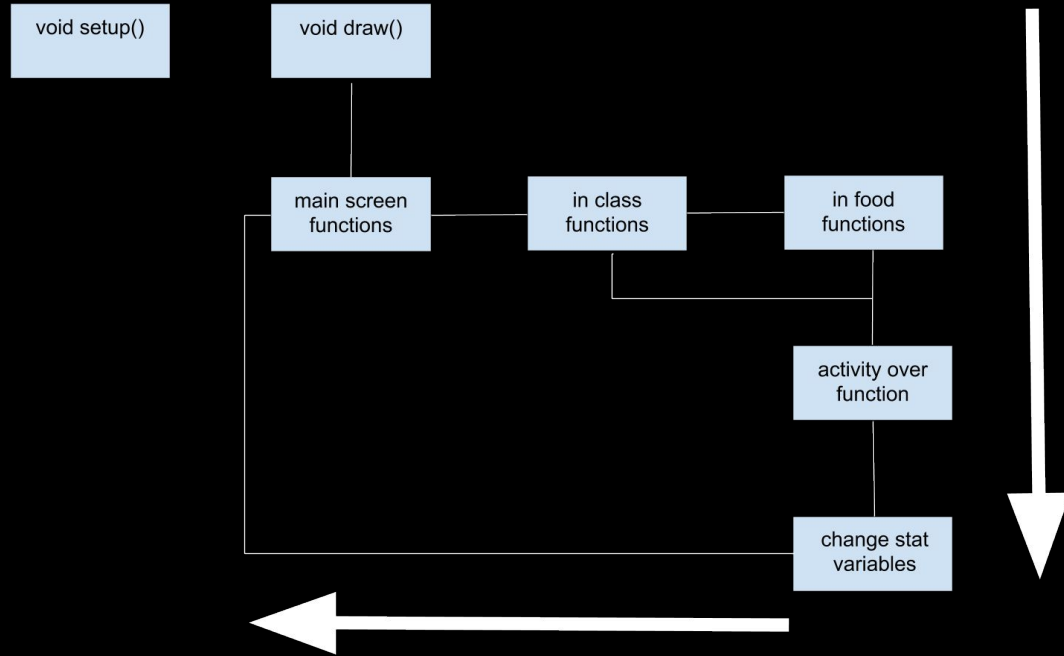
- Key activities include: studying, attending class, eating, sleeping, and leisure
- The Avatar goes through different building in order to accomplish each task
- Each activity help in either increasing or decreasing Avatar's health, happiness and hunger

# Look and Feel:





# Conceptual Diagram:



# What Makes It Unique:

- Happiness, hunger and studiousness are hard to quantify to exact numbers in real life.
  - The game reflects this aspect of life by not having an exact numerical value for the stats but instead gives you a different message based off a range of numbers.
- Unexpected things may happen when doing anything in real life.
  - The game will change your stats based off of a random number generated that ranges from small numbers to larger numbers.

Thank you for your time.