Mechanics:

* Each turn, you can choose to attack, defend, or use an item
* Attack: Use an offensive item from the inventory to deal damage
* Defend: Do things like read from Powerpoint slide
* Attributes: Health, Sanity (damage vuln.)
* Enemies:
  + The ~10 students that haven’t answered the survey yet.
  + On defeat, they drop survey results and all of their print credits
  + Varied questions; for each repeated question overall, you lose sanity.
  + About 10 questions total?
* Item:
  + Can use books to increment intelligence by +1
  + Re-read thesis to gain +2 intelligence
* Being attacked:
  + Enemy asks you a question, chance to answer or fail to answer dependant on intelligence skill
* Items:
  + Print Credits: Used in library to print off new weapons and articles to read
  + Book: Destroyed after reading / beating somebody with it
  + Coffee: Replenishes health
  + Cigarette: Replenishes sanity
* Win Cond.: