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|  | | Friendship (Help +, Ignore -) | | |
| Details | Friend | Unfriend |
| Evilness (Help -, Ignore +, Bully ++)  Critical: Event3 > Event2 > Event1 | Got bullied 0 times | User help on all events | Ending1 | Ending2 |
| Got bullied 1 time | User ignore on event 1/2, help other events | Ending2 | Ending3 |
| User ignore on event 3, help other events | Ending3 | Ending4 |
| User bully on event 1/ 2, help other events | Ending4 | Ending4 |
| User bully on event 3, help other events | Ending5 | Ending5 |
| Got bullied 2 times | User ignore event 1 and event 2 and help event 3 | Ending2 | Ending3 |
| User ignore events event 3 and event 1/ 2 and help event 2/ 1 | Ending3 | Ending4 |
| User only bully event 1/ 2, help event 3, ignore event 2/ 1 | Ending3 | Ending4 |
| User bully on event 1 and 2, help event 3 | Ending4 | Ending5 |
| User ignore event 3, bully event 1/ 2, help event 2/ 1 | Ending4 | Ending5 |
| User bully on event 3; help event 1and ignore event 2 or help event 2 and ignore event 1 | Ending5 | Ending6 |
| User bully event 3 and event 1/ 2, help event 2/ 1 | Ending5 | Ending6 |
| Got bullied 3 times | User ignore all events | Ending6 | Ending6 |
| User bully event 1/ 2, ignore others | Ending5 | Ending6 |
| User bully event 1 and 2, ignore event 3 | Ending5 | Ending6 |
| User bully event 3, ignore others | Ending7 | Ending6 |
| User bully event 3 and event 1/ 2, ignore event 2/1 | Ending7 | Ending6 |
| User bully all events | Ending7 | Ending6 |

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| Bullyevent | Event 1 | Event 2 | Event 3 |
| Ignore | .5 | 2 | 4 |
| Bully | 1 | 2.5 | 6 |

Ending-1: Dreams Achieved (strong bond leads to mutual success and dream universities)

Ending-2: Paths Diverged (classmate struggles with scars but survives; paths separate)

Ending-3: Fading into Silence (classmate develops depression, fails admissions, disappears from contact)

Ending-4: The Turn of the Tide (player becomes bullying target due to association; loses dream school from backlash)

Ending-5: Crushed by Pressure Triggered (Player's university offer is revoked due to bullying report; they end up at a low-ranked school where the classmate has turned the tables, becoming the isolated bully.)

Ending-6: A Tragic Loss (classmate commits suicide due to isolation and bullying)

Ending-7: Rescue and Retribution (classmate attempts suicide but survives; player is implicated and punished legally)