Before class:

A go to class (if not GPA - 0.1)

B go to club (Bob, etc.)

C meet with people (girlfriend, Dr.B, Roommate etc.)

If happiness < 5:

You dead, Game Over

If GPA < 2:

You go home.

**Meet with People:**

1. ??? → A friend → GirlFriend:

At first, name=？？？meet a girl event,

Then meet and talk get:

Relationship +/-5

Give present:（get from bob,or buy from walmart） Relationship + 5

If Relationship > 50:

date + date event ->Relationship + 15

If Relationship = 100：

kiss, hug

2. Roommate:

Play Video games with roommate: Happiness + 10, GPA - 0.1

Go to Walmart with RA: pop a dialog, buy stuff (need money)

Floor dinner +cafe event: happiness + 1

Dr.B:

Game Master of this Game.

Draw a car :

Get buff(or seldom debuff)

If talk to Dr.B 10 times:

Dr B will told you you are in a game world…..

Classes to choose: RH131, CHEM111, JP111

Must take: CSSE120, CLSK100

**Event when taking RH131:**

This class we watched a movie…

Happiness + 1, Health + 1

This class we did a quiz…

+give them some qz problems

If correctness > 50%:

Happiness + 1, GPA + 0.1

Else

GPA - 0.1, Happiness - 1

This class we did some class activity…

You want to:

A: talk to professor about your questions: +RH131 Professor GPA+0.1

B: talk to Bob about the project: +Bob GPA+0.1

C: sleep: Happiness + 1, GPA - 0.1

Final Project, Making an ad for your product （）:

If RH131 GPA > 3:

Good event

If RH131 GPA > 2:

I feel I didn’t learn a lot but learned something.

Else:

Fail

**Event when taking CHEM111:**

This is a lab (30% lab event):

Which 2 solutions you want to put together?

A: Green and Blue

B: Red and Green

C: Blue and Green

Random right answer:

If right{ GPA + 0.1}

Else{ nothing happened or explosion! （Happiness + 1）}

This class we did a quiz/exam…

+give them some qz problems

If correctness > 50%:

Happiness + 1, GPA + 0.1

Else

GPA - 0.1, Happiness - 1

This class we did some class activity…

You want to:

A: talk to professor about your questions: +CHEM111 Professor剧情 GPA+0.1

C: sleep: Happiness + 1, GPA - 0.1

Final Exam, （end）:

* Lights out game: if solve in 10 steps: GPA + 0.3

fail: - 0.3

If GPA > 3:

Sth happens

If GPA > 2:

I feel I didn’t learn a lot but learned something.

Else:

Fail event

**Event when taking JP111:**

This class we did a quiz/exam…

+give them some qz problems

If correctness > 50%:

Happiness + 1, GPA + 0.1

Else

GPA - 0.1, Happiness -1

This class we did some class activity…

You want to:

A: talk to professor about your questions: +JP111 Professor event GPA+0.1

C: sleep: Happiness + 1, GPA - 0.1

This class you need to do a presentation…

You want to:

A: talk about Anime (happiness + 1)

B: talk about JP traditions (GPA + 0.1)

Final exam（）:

* Give them some qz problems

If GPA > 3:

Good event

If GPA > 2:

I feel I didn’t learn a lot but learned something.

Else:

Fail event