PROJECT REPORT

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1. **Introduction:**
   "Colour my life" is a game about a protagonist who is currently in his late twenties, and leading a dull life. His everyday routine is always the same and repetitively boring, endlessly repeating the same cycle. The goal of the game is to carry out small little tasks in order to help brighten up our protagonist's life, or in other words, colour his life. The tasks may include taking necessary rests to avoid burnouts, reaching out to people to strengthen his relationships and feel less lonely or just taking care of himself overall.

2. **Game theme:**
   "Colour my life" is self-improvement, mental well-being and psychological awareness. It shows the players how little actions have a huge impact on our lives and how we can always change them for the better.

3. **Potential impact:**
   The game was created with the intention of reaching out to those players who can relate to our protagonist, a lonely salaryman who leads a repetitive lifestyle. At the same time, it offers solutions to them so that they too can improve their lives, just like they did with the protagonist.

4. **Technology stack:**
   The game mostly used HTML, CSS and JavaScript with heavy assistance from ChatGPT, GIthub Copilot and some minor help from DeepSeek AI.

5. **Game mechanics:**
   The game's target playerbase is those who are quite busy and don't have a lot of time on their hands. Right at the menu, the game has two buttons: The play button, which directs the player to the gameplay, and the settings button, which allows players to change the language and also the volume.

   The gameplay is straightforward and simple: You start off with 5 meters: Happiness, Energy, Money, Social and Confidence. As you navigate through the protagonist's days, each choice you make can subtly change the stats. The goal of the game is to have the highest of all stats possible by day 60.