

## **Game Description – Group #13**

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The concept of our game is a tale of our courageous hero, Joe the Simon Fraser University student, and his journey through his rough and treacherous university career. Each board represents another semester for Joe, a maze-like dungeon that personifies the confusing landscape of post-secondary education. You navigate our hero through the maze, dodging failing grades and avoiding distractions around every corner, in hopes to collect all the passing grades needed to complete the semester.

Scattered around the board, Joe has mandatory assignments to complete, upon completing them, the end of the semester becomes clear and he is free to go on his break. Additionally, he can choose to complete some optional achievements that may come up periodically within his semester, these can range from resume builders to social events to sport teams. Joe doesn't need to complete these to finish the semester, however, these help him in many aspects in life, and thus can give him a boost in his studies.

One misstep could be fatal for our hero. Around each corner, there could be easily avoided bad grades, they are preventable but sometimes mistakes happen, and it may drop your overall grade, but it's not the end of the world. However, if Joe isn't careful, he may be hit with a failing course, and those could end his semester right in its tracks.