1. Academic:
   1. Positive

Throughout the game the player will encounter several events that they will have to make decisions on how to proceed with. These decisions will have an effect on the different elements of their life. Those elements are separated into four different categories. Those categories are academic, financial, personal, and an extra category for those elements that do not necessarily fall into one category or another. Decisions will typically have a negative effect on one of the aspects of their life while having a positive effect on another. For example choosing to have a part time job would be a positive for the financial element.

The first of our subcategories is academics, they are the core of the game as the objective is to graduate college. The player will be faced with options through out the game that will allow them to positively or negatively affect how well they perform on academic checks such as tests and quizzes. In order to do better on academic checks the student will be able to form study groups, go to casa, go to a professors office hours, get a good nights rest before a test, and joining the honors program among other things. By choosing to take part in these events students will gain a boost to there academic skill however other skills will not increase as quickly because they choose to spend their time

* + 1. Grade A office hours
    2. Honors Program
    3. Presidents List and Deans List get a good nights rest before a test
    4. Study Groups
    5. Casa
  1. Negative
     1. Grade F
     2. Academic Probation
     3. Not registering for classes on time
     4. Notes Destroyed
     5. Party/Drugs
     6. Get caught cheating

1. Finance:
   1. Positive
      1. Scholarship
      2. Work study
      3. Fafsa money
      4. Summer Internship
      5. Part-Time Job
      6. Student loan
      7. Received inheritance money from distant relative
   2. Negative
      1. Fired from part time job
      2. Tuition Hike
      3. Party/Drugs
      4. Ordering out too much
      5. Bills
2. Personal Issues:
   1. Positive
      1. Join a club or team
      2. Girl/Boyfriend
      3. Gym
      4. Friends
      5. Snow Day
   2. Negative
      1. Sick
      2. Breakup with boy/girlfriend
      3. Injury
      4. Wisdom teeth removal
      5. Family Death
      6. Smoking/Drinking
3. Extra:
   1. Positive
      1. Building renovation
      2. Win bingo
      3. Service Dogs
      4. Buying a school computer
   2. Negative
      1. Hate crimes on campus
      2. Pet died
      3. Laptop broke… IT Sucks

Final objective is graduate.

Connect games. Must have at least 1.

NPC’S have people around campus

Character Creation:

Major

Skill points?