Components

* Character Customization
  + Name
  + Major
  + Progression

When the user begins the game, the game will prompt the user for a name for the user’s character. The user should then input a name that will be the name of the character through the course of the game. The user will then be prompted to pick a major from a drop-down list. This major will stay with the character. The character’s progression throughout the game will depend on in-game decisions that the user will make. These decisions will eventually lead to a finished game.

* Grades
  + Test
  + Study Groups
  + SATs

Grades will determine a user’s eligibility to both enter and graduate from University in the game. Tests will consist of a probability in which the user’s grade will be determined.

Study groups and other in-game decisions can increase or decrease probability depending on a user’s decisions.

SAT’s will be determined at the beginning of the game and will be a basis from which a user’s character begins.

* Social
  + Friendship
  + Relationship
  + Work
* Finance
  + Loans
  + Income
  + Scholarships
* Multiplayer
  + Race to graduate
  + LAN Connection
* Player
  + Character Controller
* Map
* NPC
* The HUD
  + Mini Map
* Positive and Negative Elements