Finance will be a key factor in the game. In order to pay for college, the user is going to need to have the funds to pay per semester. The user is going to have many options over the course of the game to obtain money in order to pay for a variety of items such as pay for a semester of college, or buy food for lunch. These ways will include working a part time job, receiving loans, or accepting a scholarship. If the user ever runs out of money, he will either be forced to take out a loan, or choose to end the game.