College- The Game Narrative:

* Main character:
  + Candace Phillips
    - Background
      * Computer science student
      * large afro
    - weapon: computer
      * bullet: coffee beans (represent java), snakes (represents python)
* Enemies:
  + Admins
    - weapon: fees
      * bullet – dollar signs
      * depletes money
  + Teachers
    - weapon: deadlines
      * bullet – calendar icon
      * depletes sleep
  + Distracting students
    - weapon: party promos
      * red solo cups
      * depletes grades
  + Boss 1: Anwar
    - weapon: failing grade
      * bullet – F
      * depletes all 3
  + Boss 2: Google Interviewer
    - weapons: Comp sci concepts
      * bullet – “Linked Lists”, “Bubble Sort”, “Big O”
      * bullet – L’s
      * depletes all 3
* Pick-ups
  + coffee – increases sleep (health)
  + Extra credit – increases grades (score)
  + money – increases health
* Scoring
  + Grades
* Health
  + Sleep
* Story:
  + Candice is a comp sci student just tryna graduate
  + Has to fight off typical school enemies
  + Final boss determines graduation/job
* Modding – educational coding
  + drag and drop code for beginners