Interests:
- Photography
- Journalism
- Politics
- Reading

Ideas:
- Photography exhibition
- Photography class

LIFE OF A HIGH SCHOOL STUDENT - GAME
- Real life photos
- 3d animation
- Coding game?

Concept:

GONE HOME?

Real-life Photos: You can use real-life photos as backgrounds, environments, and even character models (with permission, of course!). This gives a unique, authentic feel.

3D Animation: You could use 3D animation for the characters, objects, and interactions. This allows for dynamic movement and more engaging gameplay.

Coding Game? This is where things get interesting! You could create a game that involves coding elements. Think of it like this:

Option 1: Coding Challenges: The player could face coding puzzles or mini-games to solve problems in the game, like fixing a computer glitch or building a website for the school club.
Option 2: Visual Programming: You could use a visual programming language (like Scratch) that makes coding more accessible for beginners. Players could create their own mini-games or animations within the game world.
Option 3: Code-Based Choices: The game could present the player with choices, and the player's coding knowledge could influence the outcomes. For example, a character might need to write a program to win a coding competition, and the player's code determines their success.
Gameplay Ideas:

Daily Routine: The player could experience a typical high school day, attending classes, participating in extracurricular activities, socializing with friends, and making choices that impact their grades, relationships, and overall experience.

Career Exploration: The game could incorporate elements of career exploration, allowing players to experiment with different subjects and activities to discover their passions and interests.

Social Interaction: Players could build relationships with other characters, participate in social events, and navigate the complexities of high school friendships.

Decision-Making: The game could present players with challenging decisions, requiring them to weigh the consequences of their actions and make choices that align with their values.

Technical Considerations:

Game Engine: You'll need a game engine to develop your game. Popular options include Unity, Unreal Engine, and Godot.

Programming Language: The choice of programming language will depend on the game engine you select.

Asset Creation: You'll need to create or acquire assets like 3D models, textures, sound effects, and music.

Creative Considerations:

Storytelling: Consider the overall narrative arc of the game. Will it be a linear story or a more open-ended experience?

Character Development: Create engaging and relatable characters that players can connect with.

World-Building: Design a believable and immersive high school environment that feels authentic.

Remember:

Target Audience: Who is your game for? Think about the age range and skill level of your players.

Scope: Start with a manageable scope. You can always add more features and content later.

Collaboration: If you're not familiar with coding or game development, consider collaborating with others who have expertise in these areas.