The Trials of College Requirements Document

The market for games is getting increasingly competitive. Single player games are getting less and less acceptable. Young consumers not only want games they can play with their friends, but games they can relate to. Our college journey rendition of Life, The Trials of College, serves to address that niche.

System Requirements:

1. Player Creation
   1. Users create “profiles” to begin the game
      1. 5 player game? y/n
      2. Choose genders
         1. Male
         2. Female
         3. Other? y/n
      3. Choose backpack style / color
         1. Blue
         2. Green
         3. Yellow
         4. Red
         5. Orange
2. Beginning path selection
   1. Users choose a college path ? Discuss if users get choices on either path / if there are more paths but also if we do these 2 paths, do they merge before the end? I’m a little confused about the logistical nonsense here.
      1. Community college
         1. Fewer career choices at the end (circa life careers v college careers)
         2. Less loans throughout
         3. Live at home bonus?
      2. University
         1. More loans
3. Stops
   1. Choose your major (can be expanded throughout development)
      1. Engineering
      2. Humanities
      3. Pre-Med
      4. Business
      5. Social Science
      6. Major choices impact your final salary at the end of the game
   2. Choose an activity
      1. Greek life
      2. Varsity sport
      3. Professional org
      4. Just for fun – will give choices if time
   3. Exams
      1. If you have a certain number of friends, they help you study and you can pass with a lower spin
      2. Spin to pass
         1. Passing spins are based on major
            1. Engineering / Pre-Med 6+ ?
            2. Business 5+ ?
            3. Social Science / Humanities 3+ ?
         2. If you pass, get experience tile
         3. If you fail, go back some amount of spaces ?
4. Proceeding through the game
   1. Number of game spaces
      1. Discuss further
   2. Spinner to determine number of spaces to move
      1. 1 – 10 rng
   3. Other paths ?
      1. Greek life
         1. Less likely to pass exams ?
         2. Gain experience tiles
      2. Study abroad
         1. More loans
         2. Gain experience tiles
      3. Co-op / internship
         1. Reduce loans
         2. Gain experience tiles
   4. Every space is an action
      1. Loan space – negative tiles
         1. Something bad happened, take out more loans
      2. Experience space – positive tiles
         1. Resume builder
            1. Win a hackathon
            2. Join a service organization
            3. Become an RA
            4. Participate in PDM or something like that
         2. Get a friend
            1. Go to a party
            2. Freshman bonfire
            3. Football games
            4. Actually talk to the person next to you in class
      3. Lottery space ?
         1. Spin based lottery play
5. Winning the game
   1. Victory is based on graduation with the lowest loans, highest paying job, most experience tiles, and friends in your car