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| Event | Description |
| Mouseover/Click button | -Build menu button  >Cancel build mode  -Build room button  -Management Screen  >Increase/decrease GPA  >Increase/decrease tuition  -Main menu  >New game  >Options  >Exit  -Inspection  >Upgrade  - Yes  - No  >Close  -Access Denied sound (like if you try and build something but you have not enough money) |
| Build Room |  |
| Month update | -Earn money  -Get new students |
| Upgrade Room |  |
| Door opening |  |
| Student speaking | Some like random gurgling speech to play when we pop up some text above the students  -Different moods?  >Happy  >Normal  >Sad |
| Menu BGM |  |
| Gameplay BGMs | Currently we have enough BGMs, but if you wanna make more heyyyyyyy sure man |
| Background sounds | I’m not really sure what this will constitute, but I think it’s pretty important cause it’s a sim game. We’ll just play these sounds once in a while to make the school feel alive.   * Papers flipping * Typing on computers * School bell? * Bags zipping * Jingling keys * Pens clicking   Or an ambient loop would work as well! |

# Not yet in the game

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| Weather effects | Rain, sunshine? |