# Project Proposal: Student Life Simulator

## 1. Roles:

**Nicholas - Narrative Designer**
- Responsible for the storyline, plot progression, and scripting character dialogue
- scripting random event scenarios and defining the specific logic rules for game endings

**Ming You & Kayden - Lead Programmers**
- Responsible for the primary coding of the simulation
- Programming the tracking systems for the 4 key metrics and the randomised event

**Braedon - UI/UX Designer**
- Implementing story scripts and visual designs into functional game build
- Manages character design, background selection, and the overall interface layout

## 2. Industry/Company Chosen:

**Industry**: Education
**School:** North Spring Secondary School

## 3. Challenges:

Due to high academic pressure and poor decision-making skills that leads to student burnout and dropout risks.

## 4. Our Focus:

Helping **North Spring Secondary School** to teach students about time management.

# 4. Problems:

## Problem 1: Poor Time Management

**Context:** Secondary school students often have rigid timetables (e.g. 8 AM – 3:00 PM) followed by CCAs (Co-Curricular Activities), remedial and external tuitions. They have very little free time to manage.

**Analysis:** Students struggle to allocate their limited remaining hours between homework, rest, and entertainment. This often leads to them staying up late just to have more free time which destroys their sleep schedule.

**Business needs:** A simulation tool to demonstrate the necessary trade-offs between entertainment, academics, and responsibilities, teaching students realistic prioritisation within a rigid school timetable.

## Problem 2: Declining Academic Performance

**Context:** Student performance is often tied to their streaming, National Examinations (GCE O/N level) results. A decline in academic performance may hugely impact their post-secondary options.

**Analysis:** When students sacrifice their sleep to study, "grind" TYS (Ten Year Series) and prelim papers, their memory, mood, health, and behaviour would be negatively impacted, this may lead to worse results despite working harder.

**Business needs:** A simulation to show that studying too much without sleep actually lowers your “study stats” in the game instead of increasing it. To help students to visualise the cause and impact of this action.

## Problem 3: Lack of structured guidance

**Context:** Schools often rely on Character and Citizenship Education (CCE) lessons to teach well-being. However, with high student to teacher ratios, typically 30:1 in secondary school classrooms, it is difficult for teachers to provide personalised advice to address each student's specific struggles.

**Analysis:** Students are often advised to make things like a personalised timetable to improve their time management. However, they lack guidance on how to make tough decisions when they are overwhelmed with various responsibilities.

**Business needs:** An interactive tool that acts like a scenarios planner that allows students to test the different “What if?” scenarios independently outside of formal school counselling time.

### Problem 4: Test and Responsibilities Stacking

**Context:** The approach of “Weighted Assessment” (WA) weeks often creates a “Packed Week” for the students where multiple tests may occur on the same day. Or there may be sudden addition of responsibilities such as tasks to plan events for school, CCA.

**Analysis:** Students often lack the foresight to plan weeks ahead. They often only react when the test is in a few days, leading to panic and burnout during these peak periods.

**Business needs:** A simulation of the “Packed Week” to force students to practice the foresight and prioritisation during that time period (e.g.studying Math revision today to avoid burnout from cramming two subjects simultaneously the night before the exam day).

## 5. Solution: The Student Life Simulation

To address the challenges faced by North Spring Secondary School students, we propose an interactive, decision-based simulation game designed to improve student’s decision-making and time management skills.

### 5.1 Core game concept

Our solution is a decision-based role playing game (RPG) where players simulate the life of a typical secondary school student over a week.

**Learning to balance priorities:** Players must actively manage their time between school, rest and social activities.

**Resource Management**: Unlike a simple narrative game, our solution provides a feature of simulation using the 4 key metrics: Physical Energy, Mental Resilience, Academic Performance, Social level.

**Consequence-Based Learning:** Our game provides a safe and low risk environment where students can experience failures without facing real life penalties, helping the students to learn through trial and error.

### 5.2 Simulation of “Packed Week”

In order to simulate the “Packed Week” where students may face various tests or sudden addition of external responsibilities such as planning events for school, CCA, our game utilises a Random Event Engine. This engine simulates real-life unpredictability by triggering a sudden cluster of deadlines or tests. Forcing students to practice prioritisation during this “Packed Week”. Allowing the students to decide how to manage it when various demands exceed their available energy/time.

### 5.3 Accessibility and Deployment

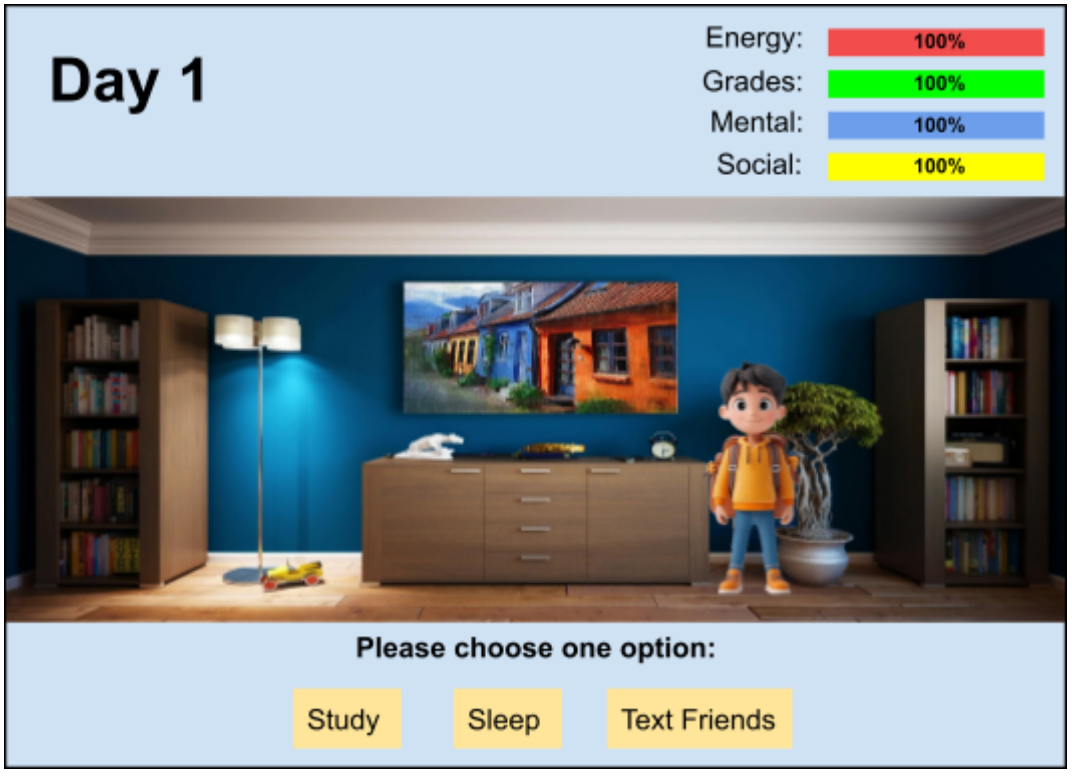
Designed for quick adoption by North Spring Secondary School.

**Easily Accessible:** Our game is built on scratch which is web-accessible on any school devices (e.g. laptops, tablets) without the need to do any installation.

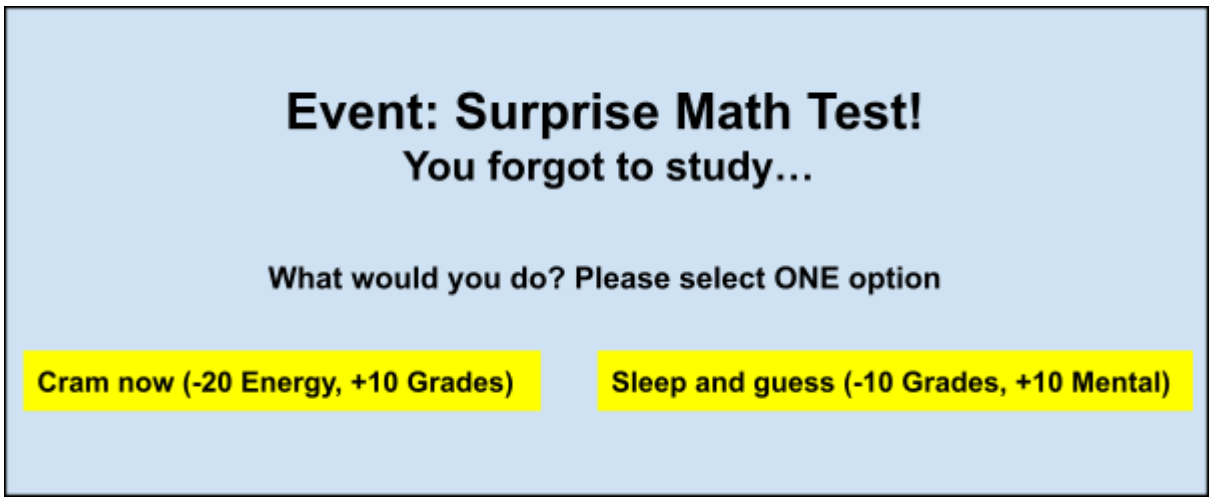
**Modifiable Design:** Teachers could edit the difficulty, scenario text to fit the different curriculum needs or Character & Citizenship Education (CCE) topics, to best deliver the contents to the students.

## 6. Game Design:

### General Layout:



## Random Event Pop-up:




## Ending Conditions:

**Condition A - Fail State:** When any of the 4 metrics drop to 0%

**Condition B - Victory State:** When all 4 metrics are 50% and above at the end of the week


*** AI tools were used to review this proposal to assist with interpreting the assignment rubric and planning how to meet the criteria. ***

# References:

**Google. (2025). Gemini (Dec version) [Large language model].**

**https://gemini.google.com**