

COMP1510 Term Project: "CST Sim"

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Notes

Navigation

- **Time limit for each term:** when time becomes 0, player is evaluated for GPA and if < 2.8 then they take the recovery exam, if fail they drop out
- **GPA limit + Social limit:** when both the GPA and Social of the player is max, then they automatically start the next term
- **Sleep:** not optional when player is sick

Daily task

- **Three events each day:** 1 study session, 1 quiz, 1 volunteer or 1 assignment (depending on if volunteer choice is given and accepted)
- **Sickness** is a random event with a specific allocation per term

Player Attribute Adjustments Per Event in Game				
	Time	GPA		Social
		Pass	Fail	
Assignment	- 5	0.05	-	0
Exam	0	0.2	- 0.2	0
Study Session	- 10	0.1	-	- 5
Social Event	- 15	0.08	-	20
Volunteering	- 20	0.05	-	30
Sick	- 5 to - 20	0.2	-	- 10
Recovery Exam	0	2.8	drop out	0

Player Attributes Initialized at Each Level (Term)				
	Time	Social		GPA
		Initial	Max	
Term 1	100	50	70	3.5
Term 2	120	60	90	3.5
Term 3	150	70	110	3.5
Term 4	180	80	130	3.5



