Stevens RPG

* Play as Undergraduate Student
  + Goal of the game:
    - Progress through Stevens
  + Professors: Bosses
* Majors: Types
  + Starting Types
    - Mathematics
      * Beats Engineering, beaten by Philosophy
    - Philosophy
      * Beats Mathematics, beaten by Engineering
    - Engineering
      * Beats Philosophy, beaten by Mathematics
* Premise
  + Tutorial: Sleeping Bag Weekend
  + Eight levels: Each one semester
    - Semester One
      * Mastering Physics/WebAssign
      * Fraternity Parties
    - Semester Two
  + Idea: ResLife are bad guys
* Gameplay
  + Summons
    - Famous individuals from different fields
  + Items
    - “Pierce Food”
      * Increases Stamina, but decreases Agility
    - “Laptop”
      * Pokedex
    - “Coffee”
      * Revives a fallen party member
  + Classes
    - Taken to learn moves
      * Acquired through taking quizzes (battles)
      * Moves can also be acquired through leveling up
  + Moves
    - “Fire Alarm”
      * Wakes up sleeping party members; cuts stamina in half
    - “Tautology”
      * No effect!
  + World Map: Hoboken/Stevens Campus
    - No random battles on campus
      * Random battles against hobos and drunks when leaving campus
    - Locations
      * Campus Buildings
      * Gio’s
      * Q’doba
      * CVS
      * Pier A
      * Rita’s
      * BAGELS ON THE HUDSON
      * Cluck-U
      * Aroma
      * Cake Boss
      * Benny’s
      * Mikie’s Squared
      * Black Bear
      * The Shannon