

Objective

Survive through university & achieve your dreams of a bachelor's degree in computer science! Enroll in required classes and pass them by doing good on exams & homework. You also need to manage your well-being. Meters such as hunger, sleep, thirst, happiness, etc, all need to be maintained otherwise your player might die!

Hunger

Maintain your hunger by eating food purchasable at the university cafeterias. To eat purchased food; open your inventory **[I]** and click on the food items.

Sleep

Maintain your tiredness levels by sleeping. To sleep; walk on-top of a bed and choose the amount of hours you'd like to sleep from the GUI that pops up.

Thirst

Maintain your thirst by drinking drinks purchasable at the university cafeterias. To drink purchased drinks, open your inventory **[I]** and click on the drink items.

Happiness/Depression

Ensure your player doesn't fall too deep into depression. A player will fall into depression if they get too many bad grades from exams and homework. A player can also fall into depression if their other stats fall too low. Too low of a depression meter and your player can die! Your depression can also fall lower if you're deprived from social interactions. Some ways of keeping yourself social is by spending time on social media apps in your phone (TheSeaWolfer). Note: simply talking in the game's global chat does not improve your social well-being.

Calendar

Your calendar will show you when all your classes are. It'll also show you when you have exams and homework due. Make sure to stay on-top of going to your classes, as professors will occasionally mention the answers to homework and exams.

Homework

To see your homework for a class, visit the GreenBoard application on your phone and select the specified class, then click on the homework link.

Exams

To take an exam, go to the room & building of the exam at the time stated on the calendar (location & date/time are specified on your calendar). An exam will automatically begin.