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The Life of a College Kid

The Life of a College Kid follows the story of a young college student in debt going through the various stages of his life. The game starts as the student begins college. All this poor student owns are teardrops. Because he has no money to pay off the monster loans, he has to avoid them as much as possible. After passing the stage of college, he goes on to get a job. He receives a salary and is then able to throw money to pay off the loans. The final level is when he has accumulated enough money to try to pay off all his debt. The objective of the game is to get as much money as possible and carefully manage it to pay off all the loan monsters to escape debt.

The user controls are as follows: arrow keys to move up, down, left, and right, X to jump, C to shoot, and tab to switch weapons. There are many graphical objects in this game. The first is the main protagonist. The character has different animations for different actions in the game. There is a side scrolling animation for when the character moves left and right, climbing animation when he climbs a ladder, shooting animation when throwing money, and an up and down animation for when he is in bird eye's view. The loan monsters are another graphical object that has animation. Their legs jump around while their expressions change as they move left and right throughout the map. The loan boss's arms move up and down in rage. Both the teardrop and the dollar bills have similar animations as they continue to rotate while flying through the air. The money bag, however, is animated by blowing up on the target, showing cash in the end. The graphical model of an angel sparkles through the animation of the stars around it and his expression. Finally, the character sprite, the coins, the ladder, and the employer are graphical objects that remain stationary throughout the game.

All these objects interact with each other in unique ways. When the character runs into a loan monster, he loses a life and \$50. If the character runs into coins, he gains \$100. In the second level, the character can run into the employer and gain \$1000. Similarly, when he runs into the angel sprite, he gains an extra life. The character can also interact with the ladder by climbing it. The weapons thrown interact with the monsters and the boss by inflicting 0 damage for teardrops, 4 damage for each dollar bill thrown, and 8 damage for each moneybag throw. The loan monsters have 10 health points and the loan boss has 300 health points.

Scoring is an essential part of this game. Whenever the student gains money, the amount of money is updated. This is essentially used as his "ammo." The dollar bill weapon costs \$10 for each dollar thrown. The money bag costs \$20 for each bag thrown. There are multiple opportunities to gain money throughout the game in the form of coins. Because the objective is to save as much money as possible, the character can switch between money bags and cash to eliminate all loans efficiently. People can try to get the high score by trying to have as much money left after paying all the loans off.

Screenshots:

Level 1:



Level 2:



Level 3:



Gameover:

