Project Goal & Summary

The goal is to enable users to experience **a life resembling a hamster wheel**, where they are so consumed by the daily grind that they fail to take care of themselves and never truly become the masters of their own lives through a game.

Game Storyboard

After **GAMEOVER**, Super Mario leaves the in-game world and rushes home. He wants to lie down on his bed, but there's a mountain of tasks to complete before that!!

Game Description

Get all the things done quickly and lie in bed and relax!
GAMEOVER = Get off work | **GAMESTART** = Go to work

- When the user approachs the text with something to do, the task is performed with the sound.
- When the user completes all the assignments on UI then mario can go to bed and rest.
- If the user completes the final stage, then mario can go to bed and rest.
- Mario's physical strength decreases as the user ascends to a higher stage.

START GAMEOVER STAGE1 STAGE2 STAGE3 STAGE4 STAGE5 FINAL STAGE GAMESTART