



Marco Polo Presents: The Semester Game



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INTRODUCTION

Welcome to our project! We are very glad to see you show interest in our game that gives an accurate representation of a semester of college. We are Marco Polo and, as you probably already read, this is our Semester Game.

THIS IS WEEK 1

YOU USED 96.0 HOURS OUT OF 168.0 THIS WEEK.

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IS101Y/CMSC101
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Week 1
Happiness: 100
Grades: 57.29

Wealth : \$60.0
Grades : 57.29%
Happiness : 100%

View Results

Start Week



? This week, how many hours are spent by yourself studying? You have 158.0 hours left in the week!

60

OK Cancel

THE PROBLEM

The task we were faced with was to simulate a fifteen week semester of college with the assistance of the coding language Processing. The problem had certain restraints and conditions in the form of rules, that when calculated in the program, must have effected the student's wealth, grades and happiness in the ways. In addition, the user was given 168 hours per week and could not exceed this. Faced with this daunting task, each of the teams in CMSC 101/IS 101Y of Fall 2013 must answer with their respective programs, and here is our answer.



THE ANSWER

To answer this problem, we decided to take a logical approach and focus less on the appearance of our game. When a user inputs realistic values for his or her week, the output accurately represents how these choices would affect their grades, wealth and happiness as a college student. In doing this, we strived to show a real college experience that could show how detrimental it could be to the student to not allocate their time wisely. Our game gives the user enough to play the game, learn, and still enjoy themselves.

FEATURES

- User Interface complete with bars indicating wealth, grades, and happiness
- Results Screen that allows student to keep track of wealth, grades and, happiness of previous weeks
- Prompts for user input about credits, weekly choices, etc.
- User is shown possible hours left in the week
- Week Counter

BENEFITS

- Accurate representation of college semester
- Better prepared for planned workload
- Allows efficient and more realistic life planning
- Fun and very helpful
- Serves the user
- Customizable to match user's lifestyle

HOW IT WORKS

The user first inputs two constant values that are only entered once during the game. These include their weekly work hours, as well as their credit hours. The user then answers 8 prompts pertaining to their time allocation for 15 consecutive weeks. They are not told how each will effect them because we want them to learn and also have fun because it IS still a game! Each week's wealth, grades, and happiness are saved and can be displayed after clicking the "View Results" button and the user will always know what week they are currently on.