

Scene 1	scene 2
Start of the game Introduction with an image of the student and the game rules. A student has an exam the next day. In order to study, the student skips the lecture of today and needs 5 items. While searching through the university for the items, the student must avoid the professor.	Game started. The student is now standing in the hallway and has the possibility to go to a classroom, to the restroom or to continue down the hallway
scene 3.a	scene 3.b
Student chooses to go to the classroom, student finds a summary here. Student picks the summary up.	Student chooses to go to the restroom, student finds a pen here. Students picks the pen up
scene 5	scene 6.a
Continue down the hallway. This will give the student the possibilities to enter another classroom, the cafeteria or again continue down the hallway.	Student chooses to enter the classroom. Here the student will find the professor of which the student is missing the lecture. This means: GAME OVER. end of the game
Scene 6.b	Scene 7
Student chooses to go to the cafeteria, student finds the books here. Students picks the books up	Continues down the hallway. This will give the student the possibilities to enter a lecture hall and a vending machine. The possibility to enter the University Library(UB) will appear once every item is collected.
Scene 8.a	Scene 8.b
In order to buy a redbull, you need to find your wallet in the lecture hall. Student enters lecture hall and picks the wallet up.	A redbull can only be chosen once the student has found the wallet. Once the wallet is found, the red bull can be bought.
Scene 9	Scene 10
All items are collected by the student. Now the student can enter the UB to study.	Student is sitting behind a desk and has the possibility to pick the books or the phone
Scene 11.a	Scene 11.b
Student chooses the books. Therefore the student is able to study hard and pass the exam: YOU WIN	Student chooses the phone. Too bad. Student was to distracted to study hard. Therefore the student will not pass the exam: GAME OVER