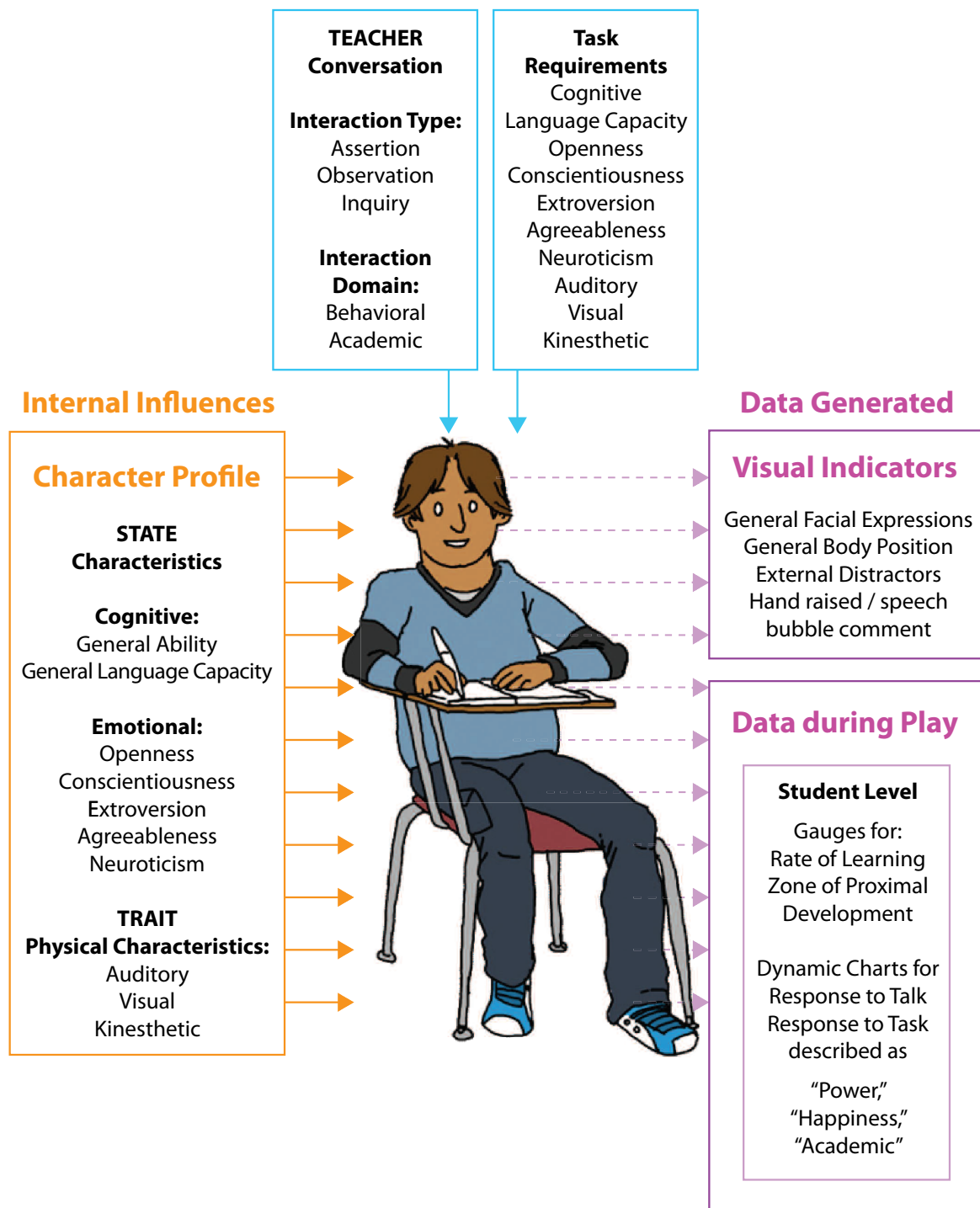


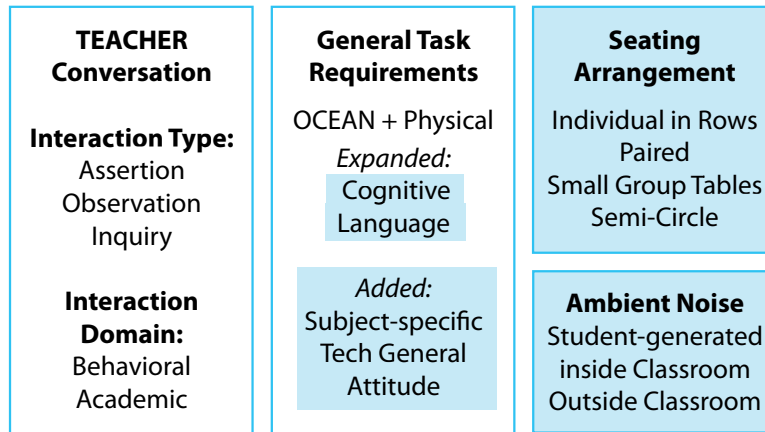
Current Gameplay Inputs & Outputs

External Influences on Character State

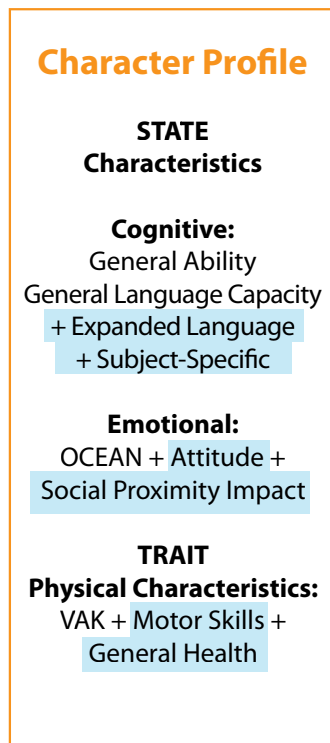


Inputs & Outputs for simSchool 2.0, coming Fall 2018

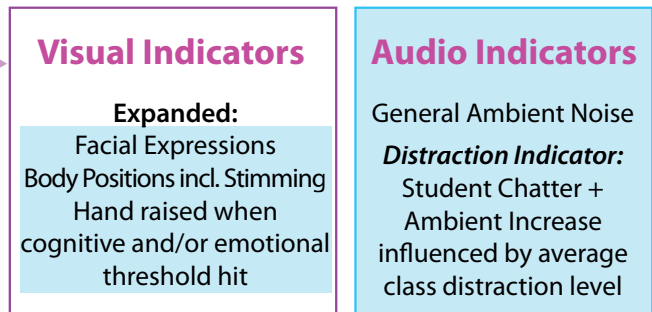
NEW External Influences on Character State



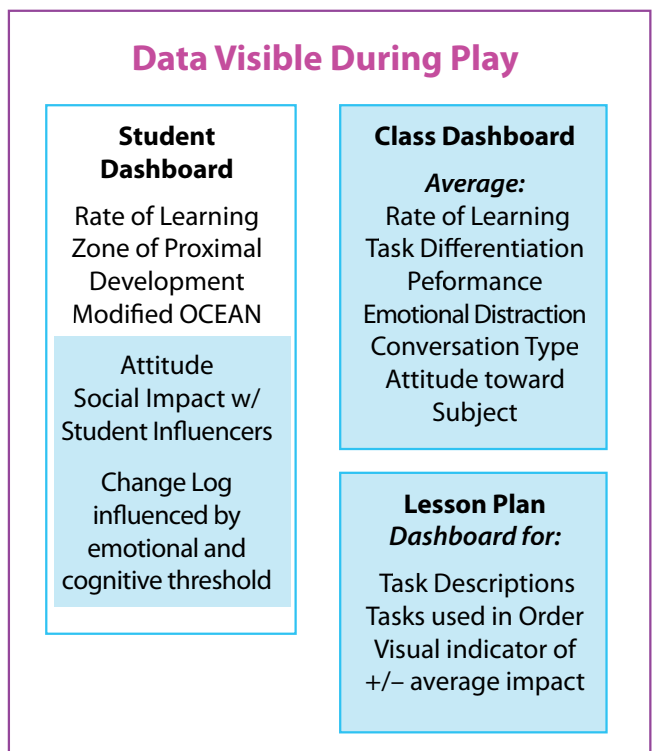
Internal Influences



Data Generated



Data Visible During Play



Expansion of Artificial Intelligence

