HAVE FUN!

Presented by Team A6: JYZLC

- Zhiwen Cao,
- Zhitong Zhou,
- Jingyi Lang,
- Yanjun Jiang,
- Zirong Li.
Objective: **What will satisfy game players’ desires for happiness?**

<table>
<thead>
<tr>
<th>Priority Level</th>
<th>Importance</th>
<th>Percentage %</th>
</tr>
</thead>
<tbody>
<tr>
<td>Happiness</td>
<td>★★★★★</td>
<td>56.4%</td>
</tr>
<tr>
<td>Friends</td>
<td>★★★★</td>
<td>24.8%</td>
</tr>
<tr>
<td>School</td>
<td>★★★</td>
<td>10.3%</td>
</tr>
<tr>
<td>Health</td>
<td>★★</td>
<td>3.6%</td>
</tr>
<tr>
<td>Money</td>
<td>★</td>
<td>3.0%</td>
</tr>
</tbody>
</table>

Gender:
- Female: 53.7%
- Male: 46.24%
The Factor Related to Happiness

Health: 3.6%
School: 10.3%
Friend: 24.8%
Happy: 56.4%

Subject:
- Math/Physics
- Science
- Literature
- Geography
- Sport
- Performance
- Music

Car Choice:
- Sedan
- SUV
- Hatchback
- Minivan
- Convertible

Pet Choice:
- Big Dog
- Cat
- Reptile
- Small Dog
- Snake
- Fish
- Bunny
- Hamster
- Pig