

Idea 1.

Doing shopping and need to buy some items
You will have a certain amount of money to use, usually
You can buy an apple, bananas or oranges for example
You can buy a soft, nice sweater or new shoes for clothes
You can buy a milk, cold drinks, or some snacks half off
Depending on how many things you buy you get a final score

Idea 2

A dungeon crawler where certain actions use up HP, if
it hits 0, game over
Every action could have a risky option where it skips ahead but
reduces HP
Choose a safe route and ride, losing HP by fighting enemies
The goal is to be able to reach the end of the dungeon with
as much HP as possible

Idea 3

An Escape room where the goal is to find the right room that
contains the key to unlock the exit, each room if possible make
the key spawn in a random room, or make it hard to find the
key in each room
The goal is to escape before the game ends if you run out of
time, it's game over
For fun maybe implement a funny extra ending for not playing
the game

Idea 4

An adventure game set in a post apocalyptic setting, your main
goal is just to explore the environment till you help a person

Each time you reach a new location or event in the world you'll have different options for actions. Depending what you do will result in reactions, many should lead to a gameover, if you choose to ignore most events the game will have a different ending.

Idea 5

Set in Space, you choose between 1 of 2 factions in the war. As you play the game unique dialogue options appear that change the story slightly. Have both player faction characters meet in the end setting up for sequel entries.

Encounters in Space Diagram

