

- ## Project Ideas ①
1. Dungeon Crawler (Linear-ish)
 2. Simpler Oregon Trail RPG
 3. Character Builder/Background Generator
 4. Boxing Simulator
 5. Choose your own Adventure Story
 6. Metroidvania Horror RPG
 - ~~7. Voice Actor~~
 7. Text Activated Calculator (Siri-esque)
 8. Simple Court Defense Game?

- ### Dungeon Crawler ★
1. - Multiple Room Choices
 - Health Tracker
 - Enemy Encounters (Fixed)
 - Multiple Endings
 - Possible power creep?
 - Many If Statements
 - Different choices, but linear

- ### 2. Simpler Oregon trail RPG
- Multiple Landscapes
 - Health system
 - Food
 - Water
 - Endings
 - Death
 - Early Age
 - Middle Age
 - Late Age
 - Generational Success
 - ★ Check if possible w/o Loops

Idea Exploration ②

- ### 3. Character Builder ★
- Take multiple inputs to build a background.
 - Class choices
 - Effects background

- ### 4. Boxing Simulator ★
- Essentially Turn-Based
 - Left and Right punch inputs
 - Gut punch
 - Upper Cut
 - Block
 - Credit system?
 - 3 Rounds per fight
 - Report Opponent HP per turn
 - Possible splash graphics (ASCII)

#1
★ = Focus on

5. Choose Your Own Adventure
- Basic Character Customization
 - Branching choice selection
 - Multiple settings (dependent on character)

6. Metrodvania Horror RPG
- Multiple dead ends
 - Several Restart points
 - Choices but linear
 - ★ Might not be possible w/ loops
 - ★ Quite similar to #10

7. Siri Calculator ★

- Take player input
- Parse strings to get calculation wanted
- Simpler than a story
- Allows for following calculations:
 - Add
 - Subtract
 - Multiply
 - Divide
 - Percentages

8. Court Defense Game ★

- Allow player input to create story
 - Crime committed
 - Defendant Name
- Different Endings
 - Guilty ★
 - Mistrial
 - Innocent
 - Easteregg Ending?

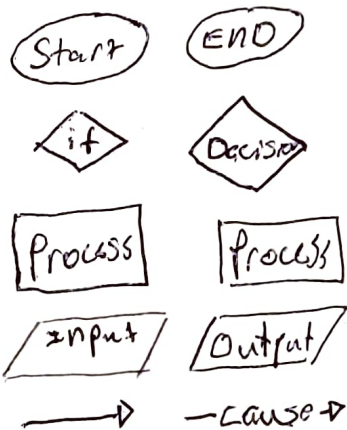
// TODO: Explore the following

★ Games Flowcharts:

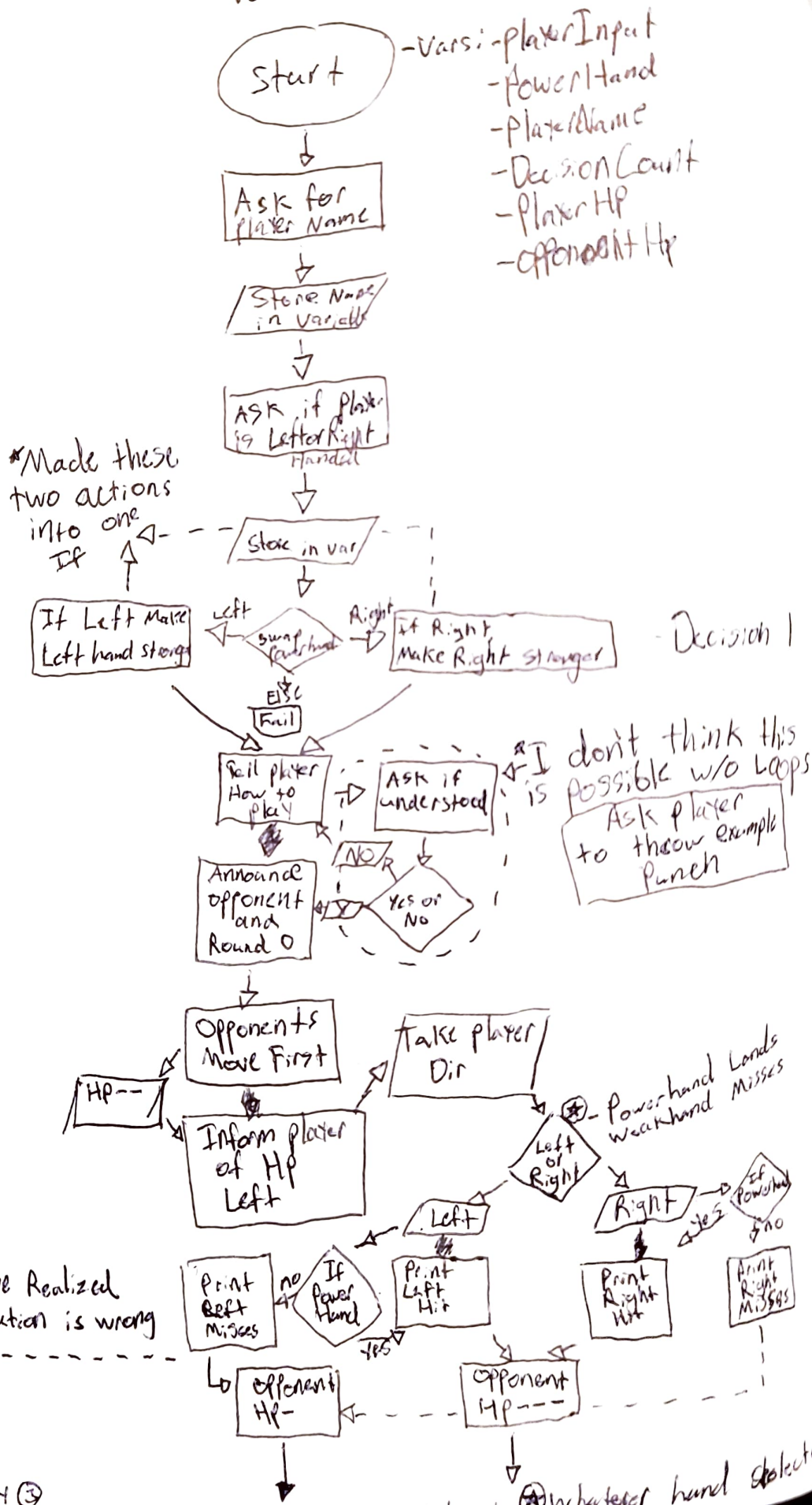
- Dungeon Crawler
- Boxing Simulator
- Siri Calculator
- Court Defense Game
- Character Builder

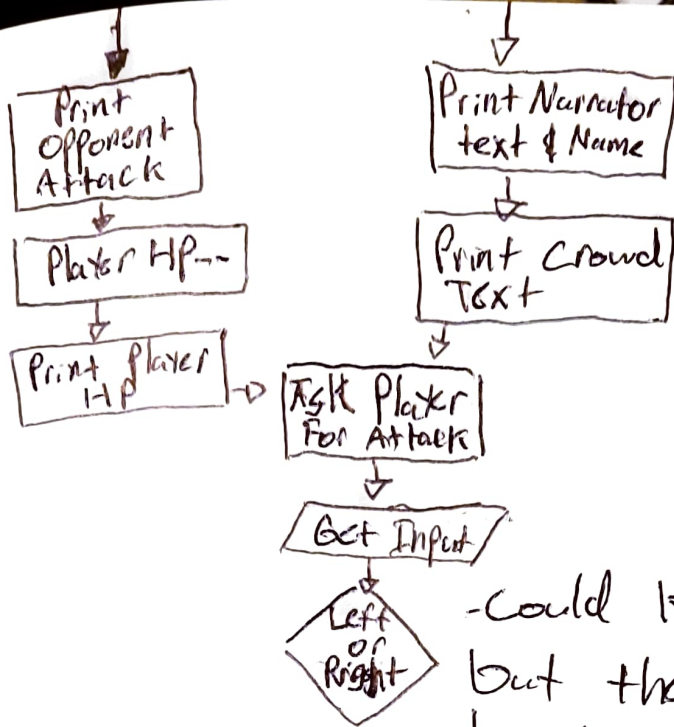
I'm going with this one, it's the most fun

Flow Chart Notes:



Boxing Simulator Flow chart

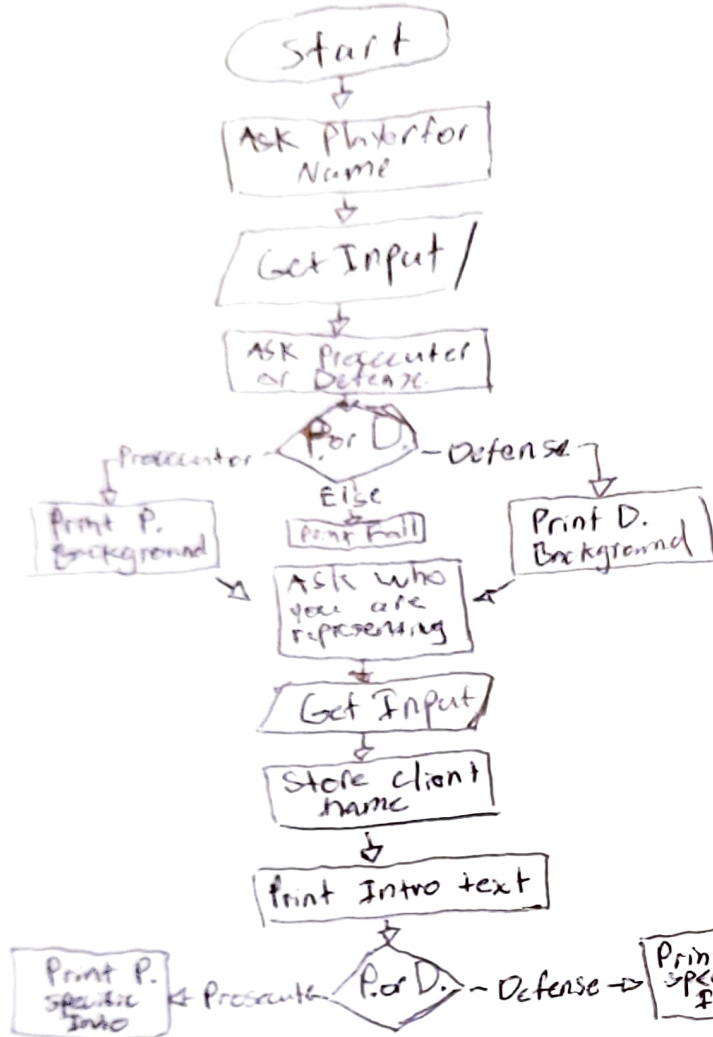




-could keep going,
but the dungeon crawler
beckons

Court Defense Game ★

Save for future Project.
- Expand story prior to flow charting



Im stopping
Here, as I
Feel I don't have
enough "Legalese" to
write dialogue, As
well as not truly
knowing what were
Im going.

Also, the dungeon
beckons me

vars
 - Player Name
 - Player Class
 - Player Gold
 - Dungeon Setting
 - Player HP

Dungeon Crawler

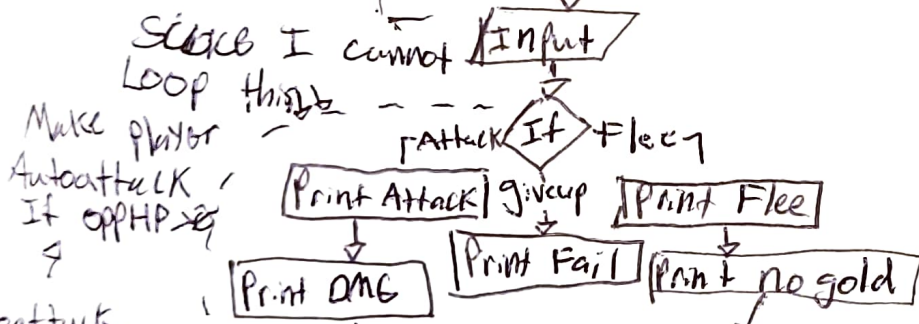
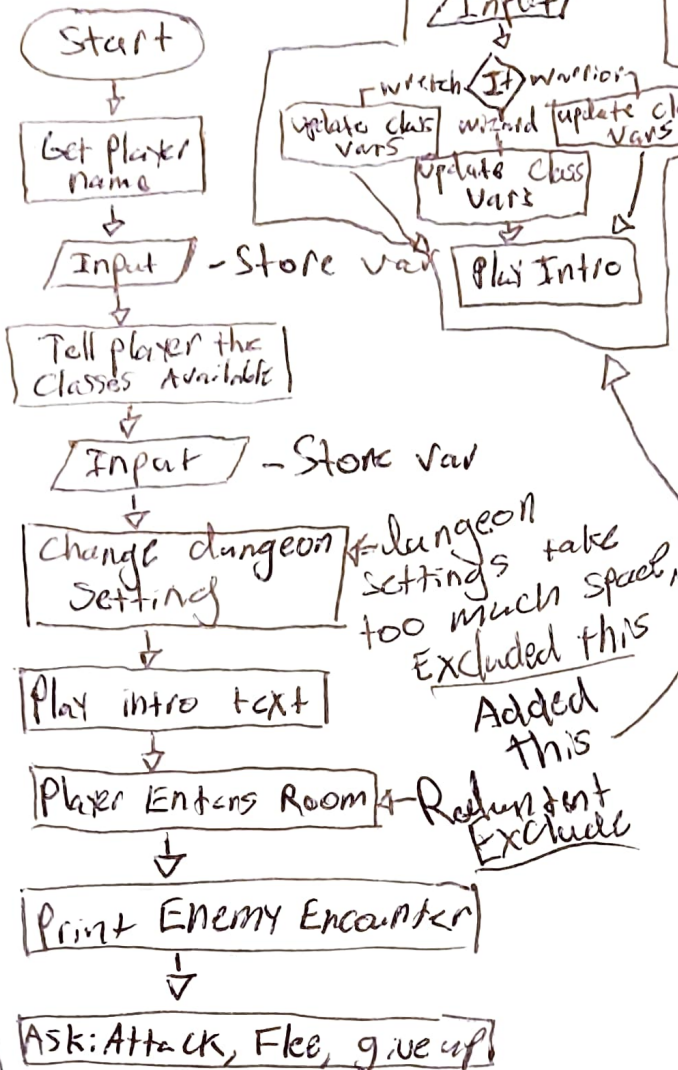
Classes Available

Input

1. Ideas

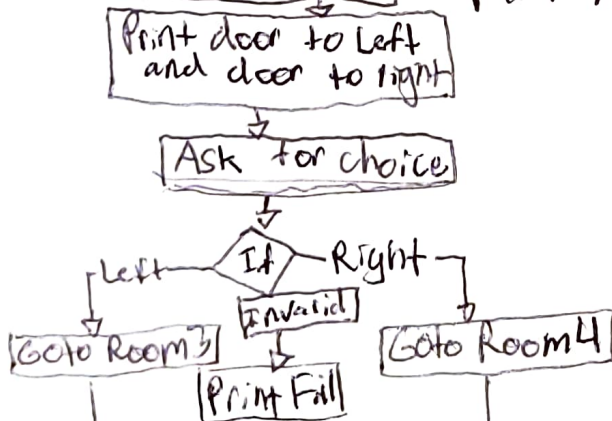
- Player is a Survivalist
- World has ended
- The dungeon has religious undertones
- Possible Classes Change type of Dungeon undertone
- If player HP == 0
 - Next Decision, check for HP
- Classes:
 - warrior - weapon = sword
 - wretch - club
 - Mage - staff
- Flees available for wretches
- wretches are intended to win
- Chest w/ gold
- Single shop item

- Game Consists of two or three enemy encounters
- One shop (kine)
- Three classes
- Decent worldbuilding
- Multiple fail areas
- Room counter for management
- One optimal class
- Include nec. decision in README



- Player takes no damage
 - Player takes no gold

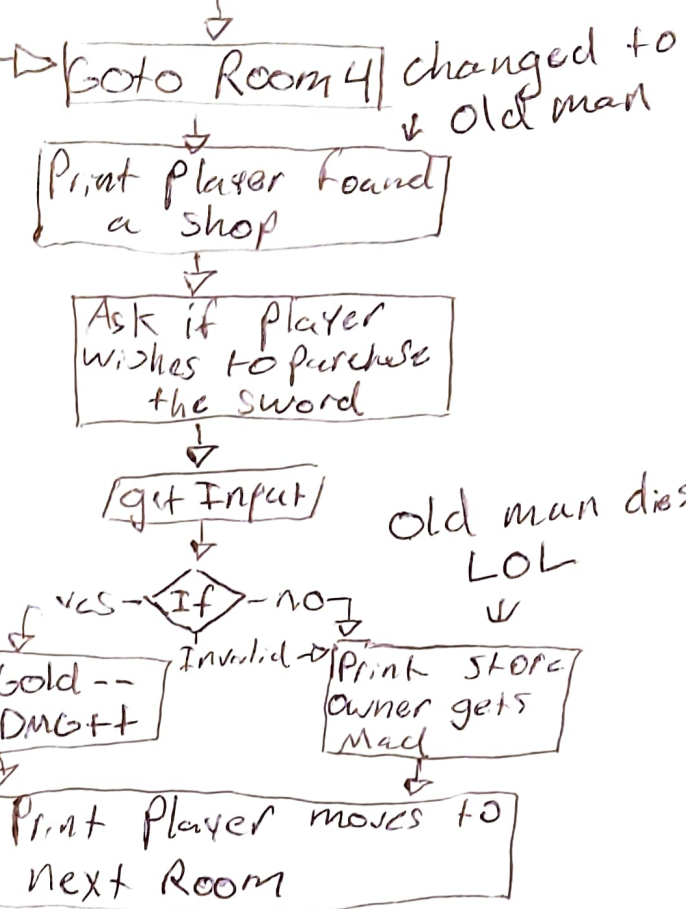
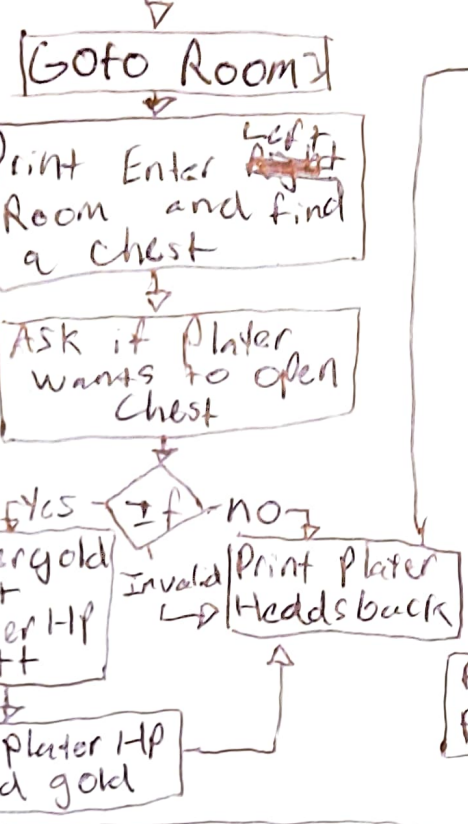
- Path room, Left Right



"Why not make this Simple Project as Complicated as Humanly Possible?"

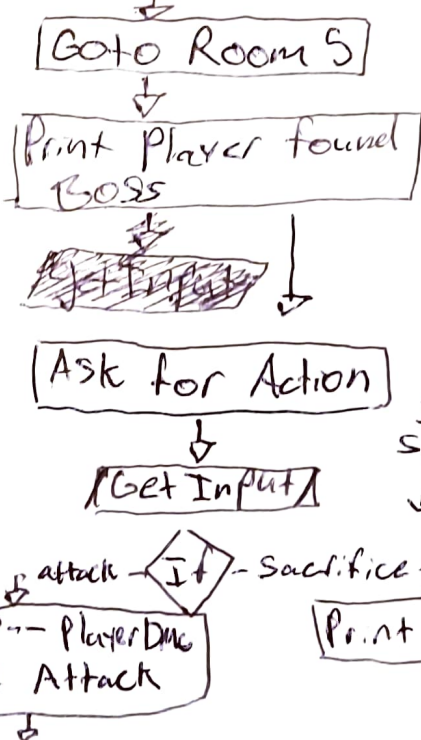
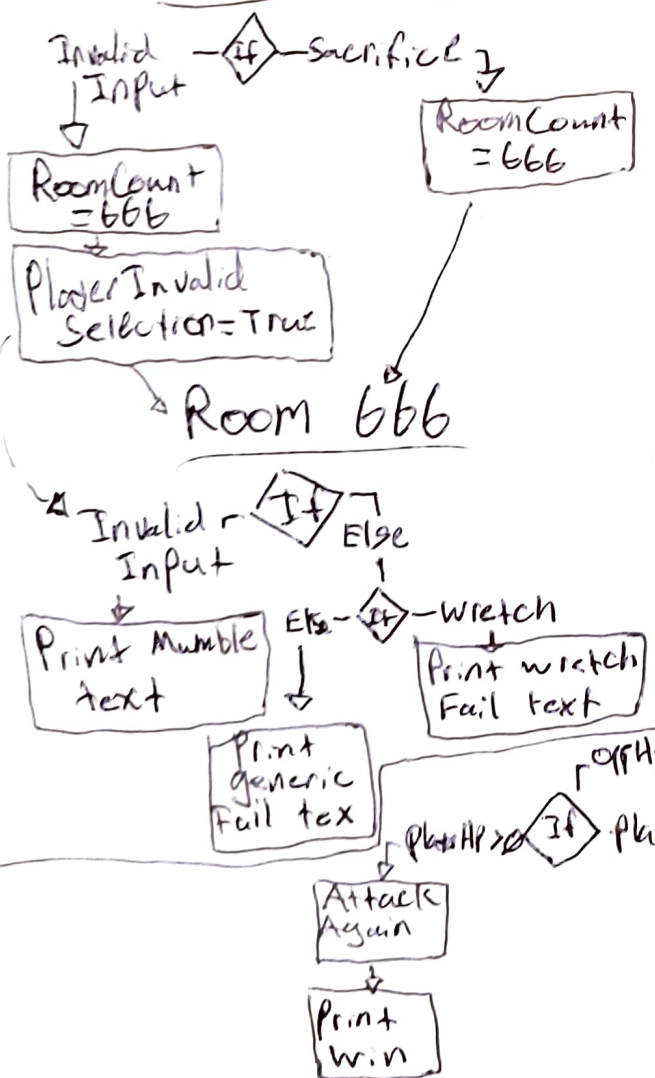
- Brandon Callaway

Note, instead of goto, put rooms in their own If State, only true if Room# matches the 666 as fail catchall



old man dies LOL

Update Sacrifice Mechanic



Sacrifice sounds way better than give up!!