

Process Work

List of ideas for text-based game:

Dungeon crawl, leading to different rooms with different interactions

Lost in a forest, choosing which direction sends you to different locations and points of interest.

Shop menu, use a starting amount of money to purchase various items from a store

Choose your own adventure chase sequence, a murderer is chasing you and you have to make the right decisions to escape or perish

Memory game where you are cooking dishes, the game gives you prompts on how to achieve the dish correctly but only shows you once at the beginning and you must do your best to remember and execute on the dish.

