Microservices Concept / Brainstorming

Project Ideas:

* RPG Emulator that takes the commands of:
  + Fight
  + Magic
  + Heal
* Do I care about having a GUI?
* Commandline is probably okay. Just capture a bunch of input commands.

Microservices:

* Saving permanent data by naming an interface and choosing a value
  + “myCli save InterfaceX 87”
  + “myCli read InterfaceX”
    - Cout << InterfaceX (87)
  + How to make this last over application cycles?
* Encrypting data
* Decrypting data