

Ideas:

- 1 a conversation where the options affect their mood.
- 2 a small dungeon to travel through
- 3 a turn based battle.
- 4 a jungle expedition with chances of:
- 5 a shopping experience.
- 6 a coding quiz.

2. a small dungeon.

the choices would be different paths to travel and i would use variables to track the players path.

3. a turn based battle.

This may be tough but doable.

I would track health with variables and the enemies moves through different actions.

Biggest problem would be having enough if statements for the fight.

4. a Jungle expedition.

This idea I really like
but maybe outside my score/time.

The idea is they would traverse
a jungle with different probabilities
for things working.

The tough part would be getting
random values, I think I would use
a random seed the player provides.

5. a shopping experience. for this
I would ask the user which items
they need to go to then tell them
items in the line. I don't think
this idea is as fun as others.

6. a calling 20/2.

this one's simple, I ask the user coding questions and track their rights/wrongs.

7. Conversation.

I really like this idea, but I'm worried because I'm not sure how to flesh it out / make it interesting.

I have ideas for cool features to code in but the base concept is just okay.

I think im going to work on potatoes
for the dungeon, the jungle and the
conversation.

1. Conversation.

I feel a better angle to take this
from might be you play as a monster
impersonating someone, that way
its more interesting as you try to
convince the other person your
their friend.

CONVERSION



