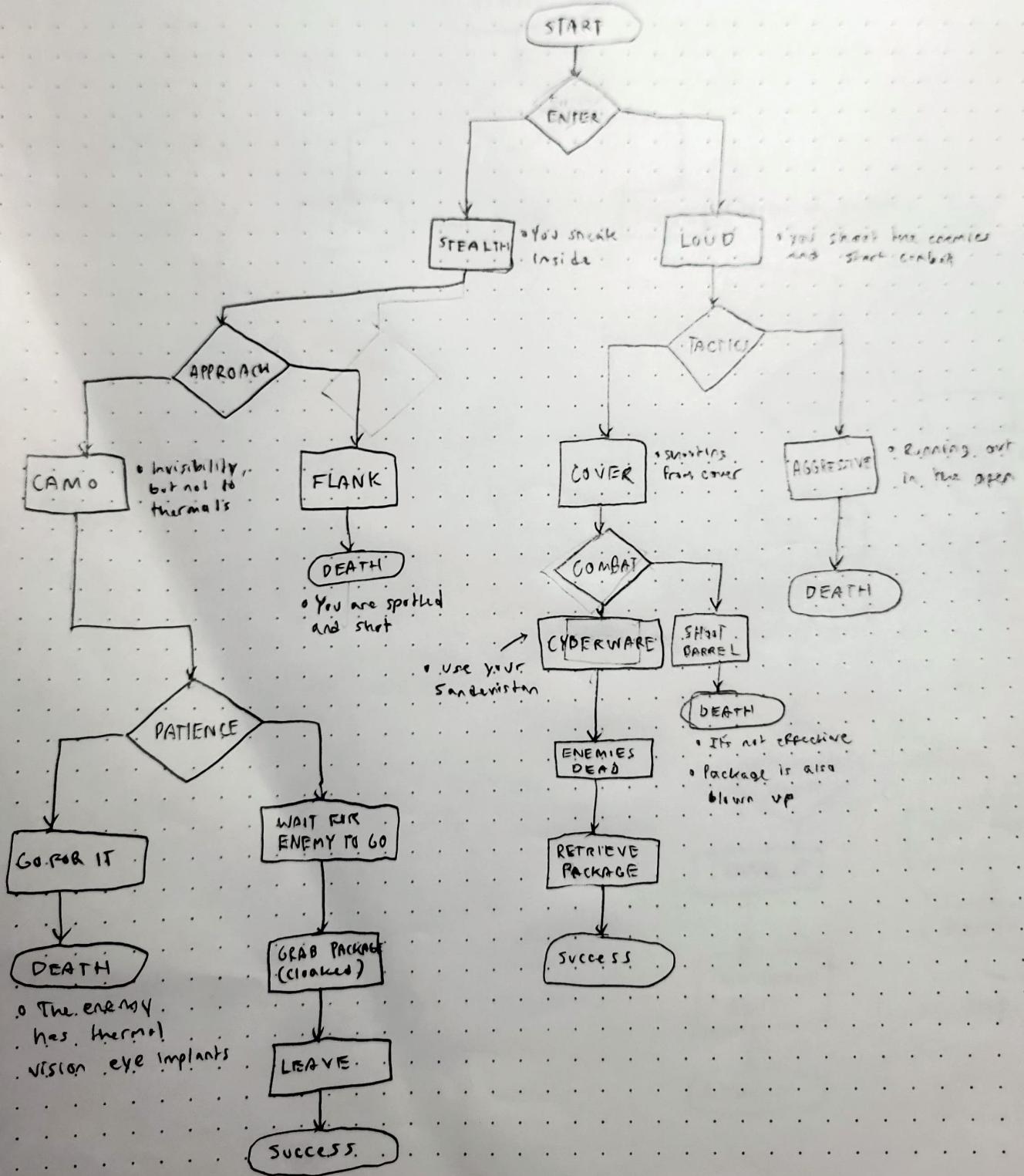


Terminal Project Idea #1

Cyberpunk Gig

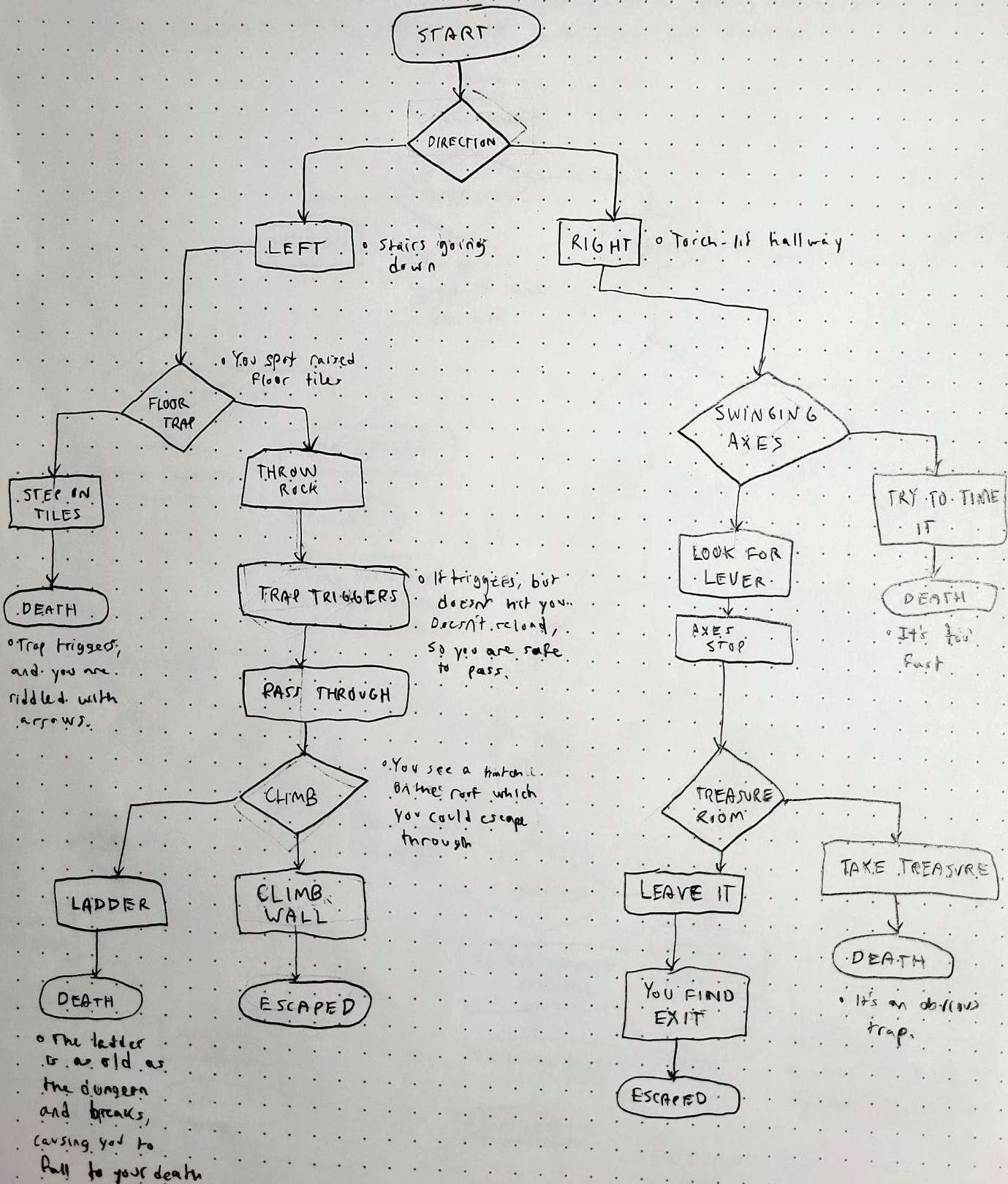
- The basic idea is that you're retrieving a package for your Fixer that is located within gang territory, and will have to make the correct choices in order to get out with the package in one piece.



Terminal Project Idea #2

Medieval Fantasy Adventure

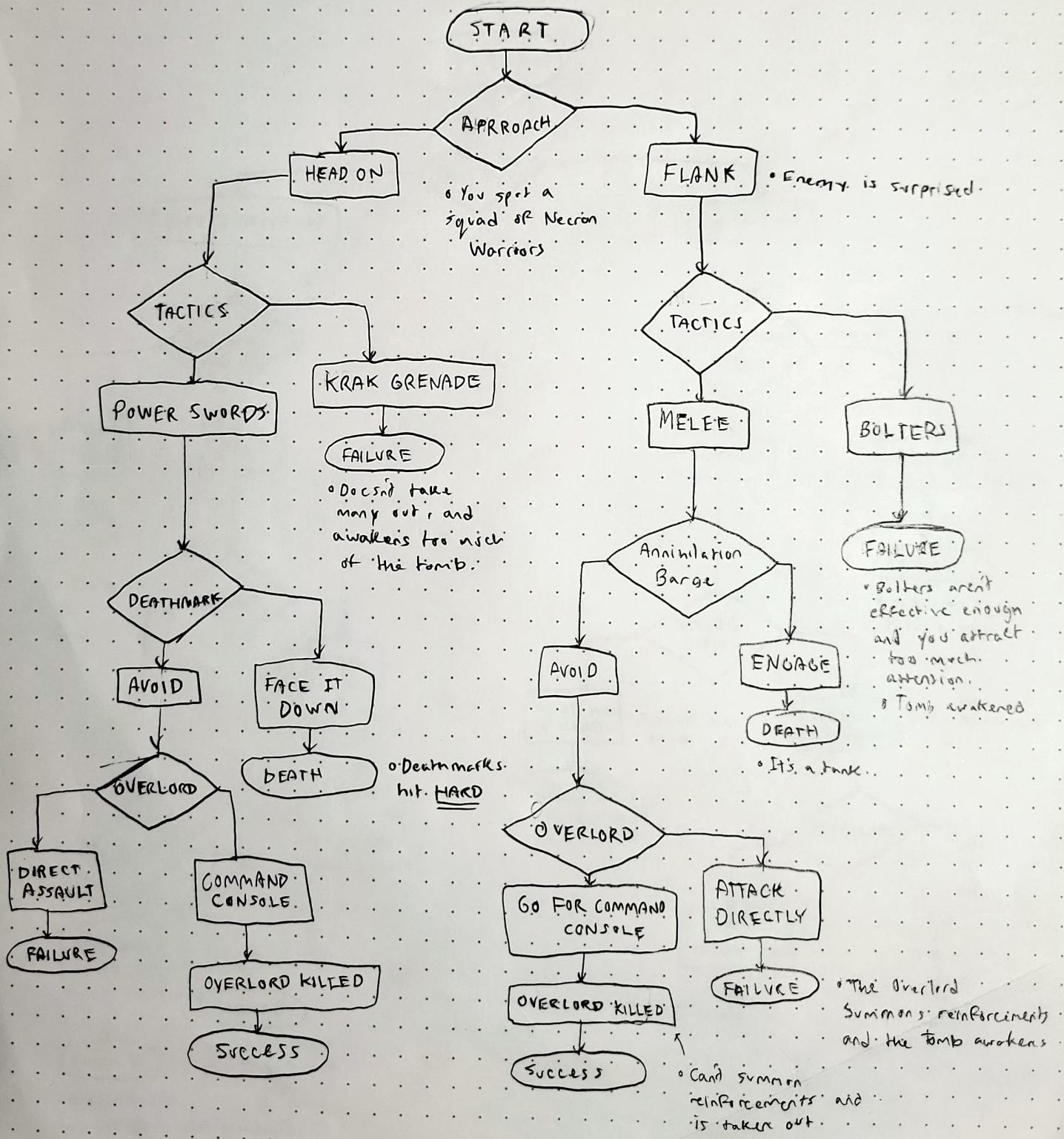
- The idea here is that you are an adventurer who fell through a weak spot in the ground into a large dungeon, full of traps, and will need to carefully navigate the dungeon and avoid the traps in order to escape.



Terminal Project Idea #3

Warhammer 40K Adventure

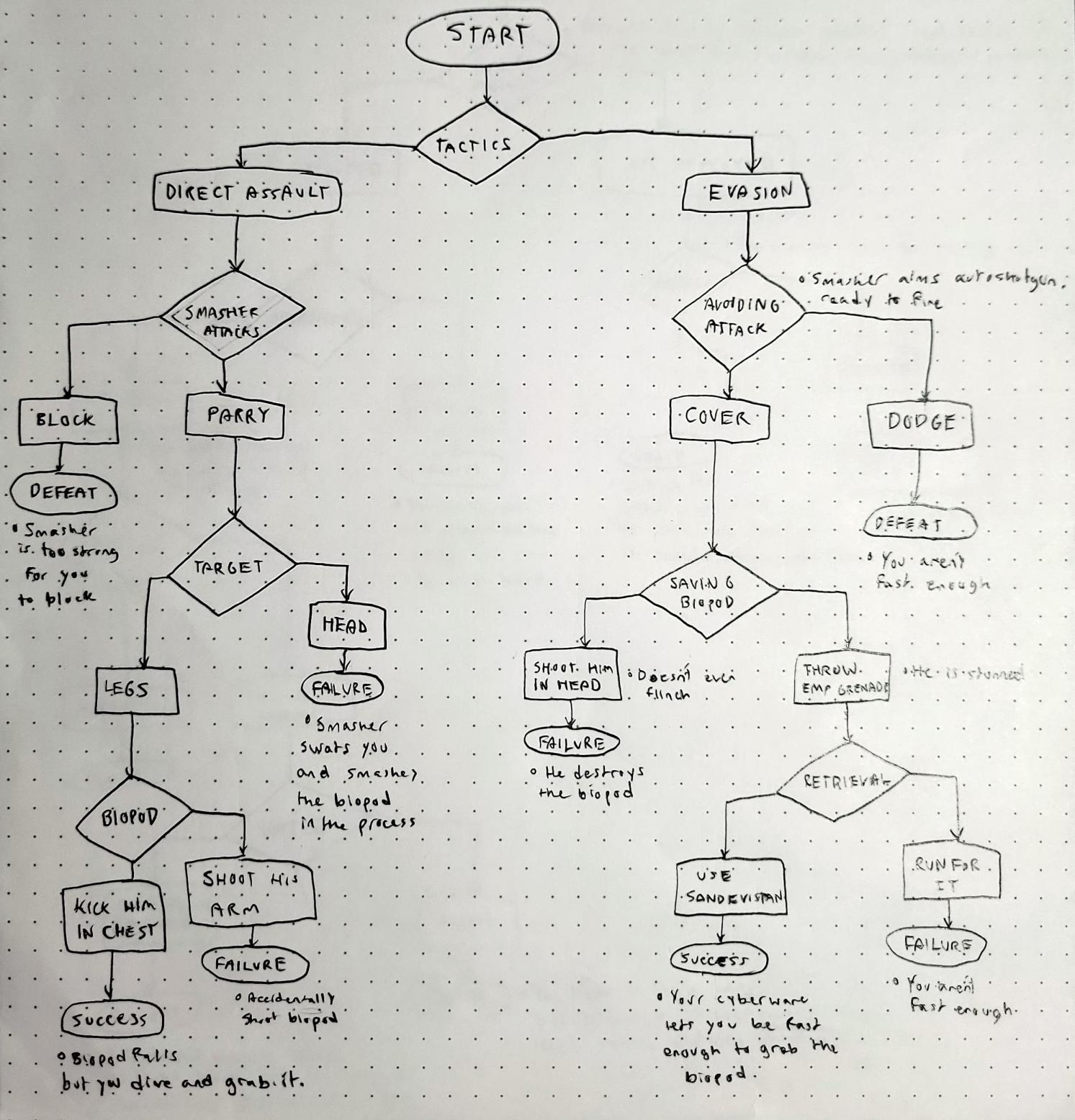
- This adventure will have you controlling a squad of Dark Angels Space Marines on a mission to assassinate a Necron Overlord. You will have to deal with threats like squads of Necron Warriors, a Deathmark Spider, and an Annihilation Barge, and poor choices will lead to your squad either getting killed, or awakening too much of the necron tomb to complete your mission.



Terminal Project Idea H.F.

Adam Smasher Boss Fight

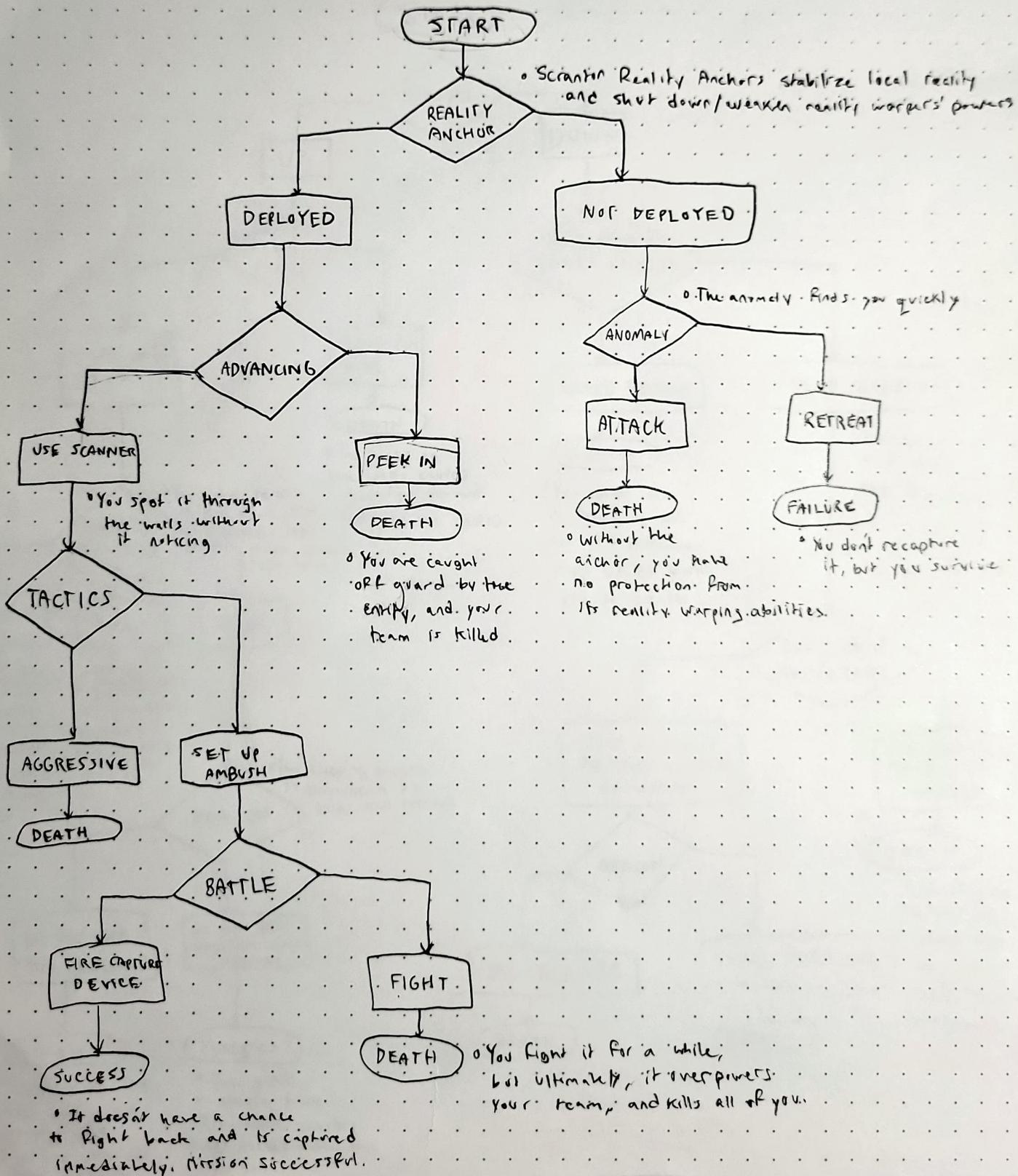
- This adventure would feature the final showdown between Adam Smasher and Morgan Blackhand atop Arasaka Tower from Cyberpunk 2020. Adam Smasher has your ally, Shaitan's biopod, and your goal is to survive long enough to grab the biopod. At the end, no matter what your choices are, the nuke inside Arasaka Tower goes off, and the encounter ends.



Terminal Project Idea #5

SCP Re-containment mission

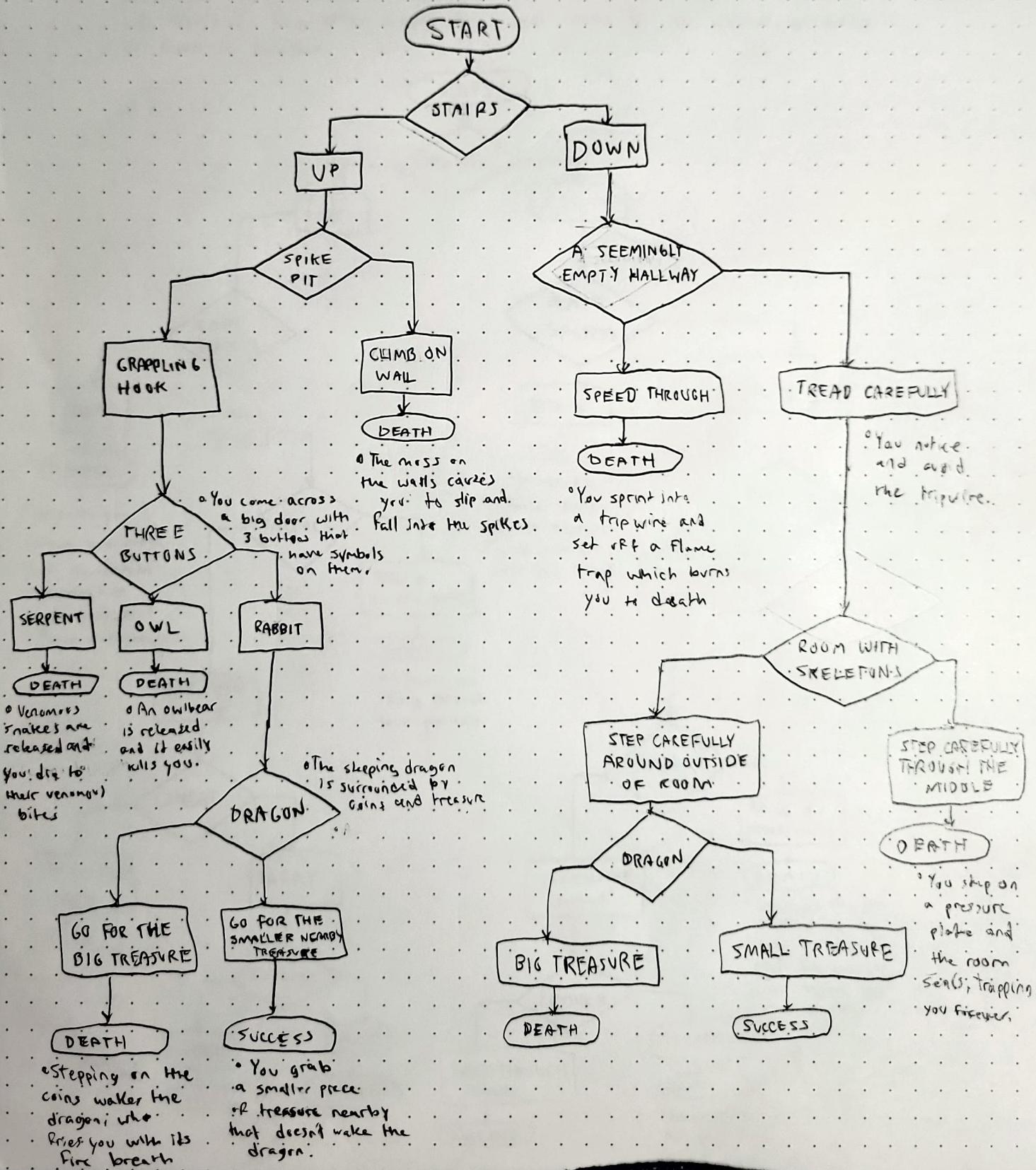
- In this adventure, you control a squad of SCP Foundation Mobile Task Force operatives, and are tasked with re-containing an reality warping SCP that has escaped containment. You will have to properly prepare, advance cautiously, and fire a capture device in order to succeed.



Terminal Project Idea #6.

Raiding a dragon's lair

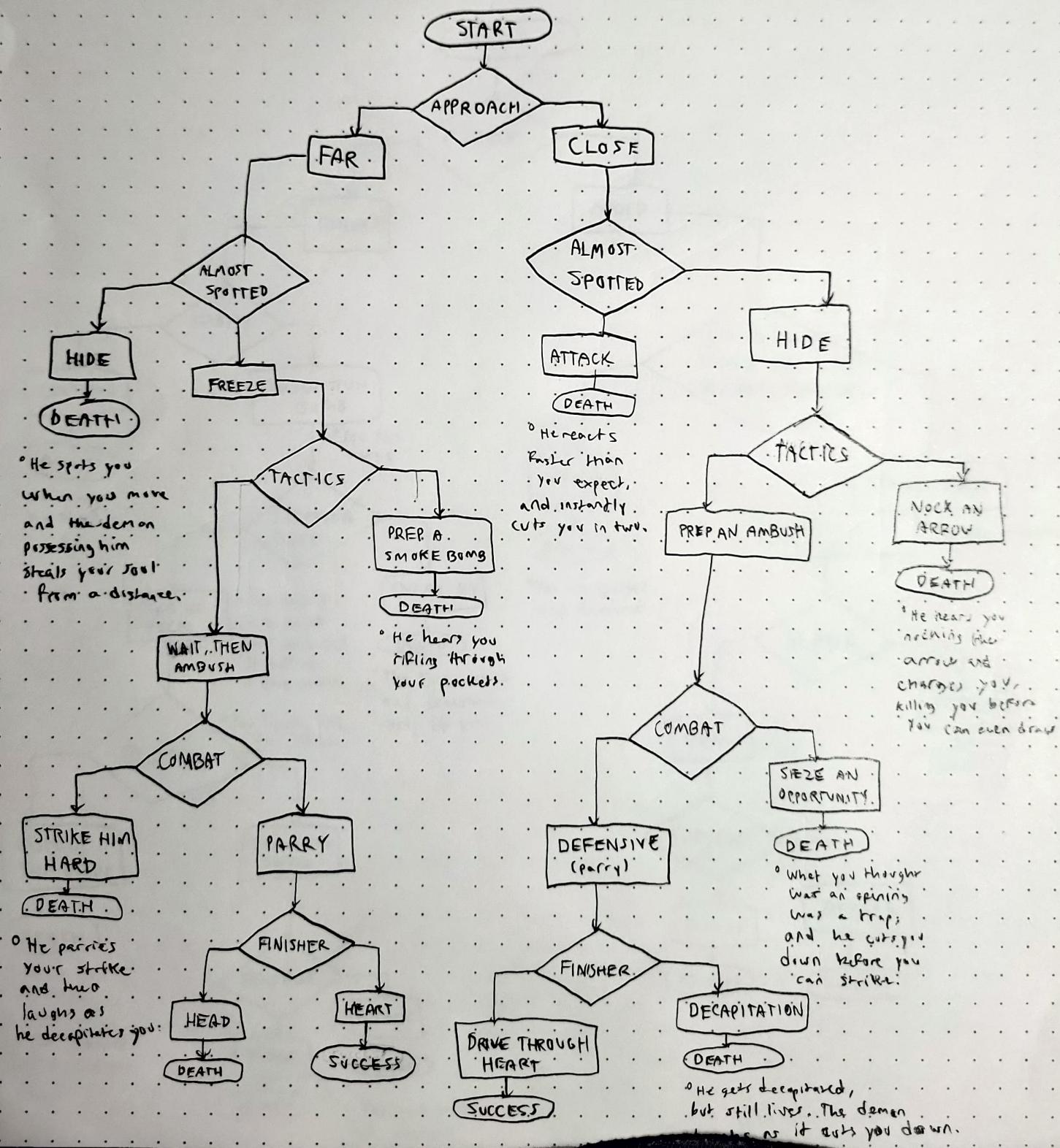
- In this adventure, you control an adventurer who has entered a dragon's lair in search of treasure. You will have to avoid traps, and avoid waking the sleeping dragon in order to grab the treasure, and get out alive.



Terminal Project Idea #7

Hunting down a demon-possessed warrior.

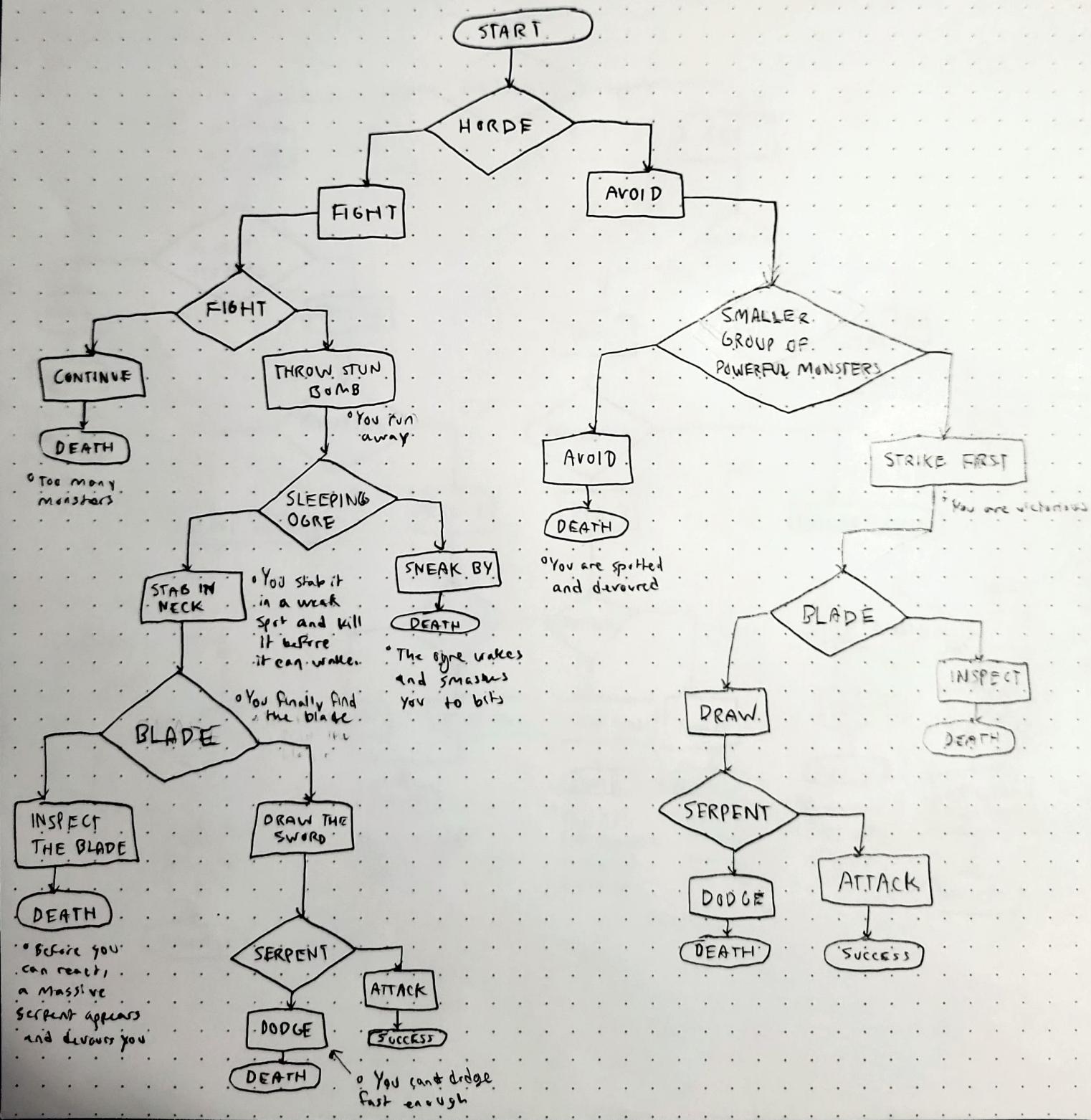
- In this adventure, you control a samurai that is hunting down a vicious samurai-turned-oni that has been terrorizing the provinces. In order to succeed, you will need to avoid being spotted early, ambush the warrior, parry his attacks, and finally drive your blade through his heart. Failure will result in you either having your soul stolen by the demon, or being cut down in combat.



Terminal Project Idea #8

Quest to find a legendary blade.

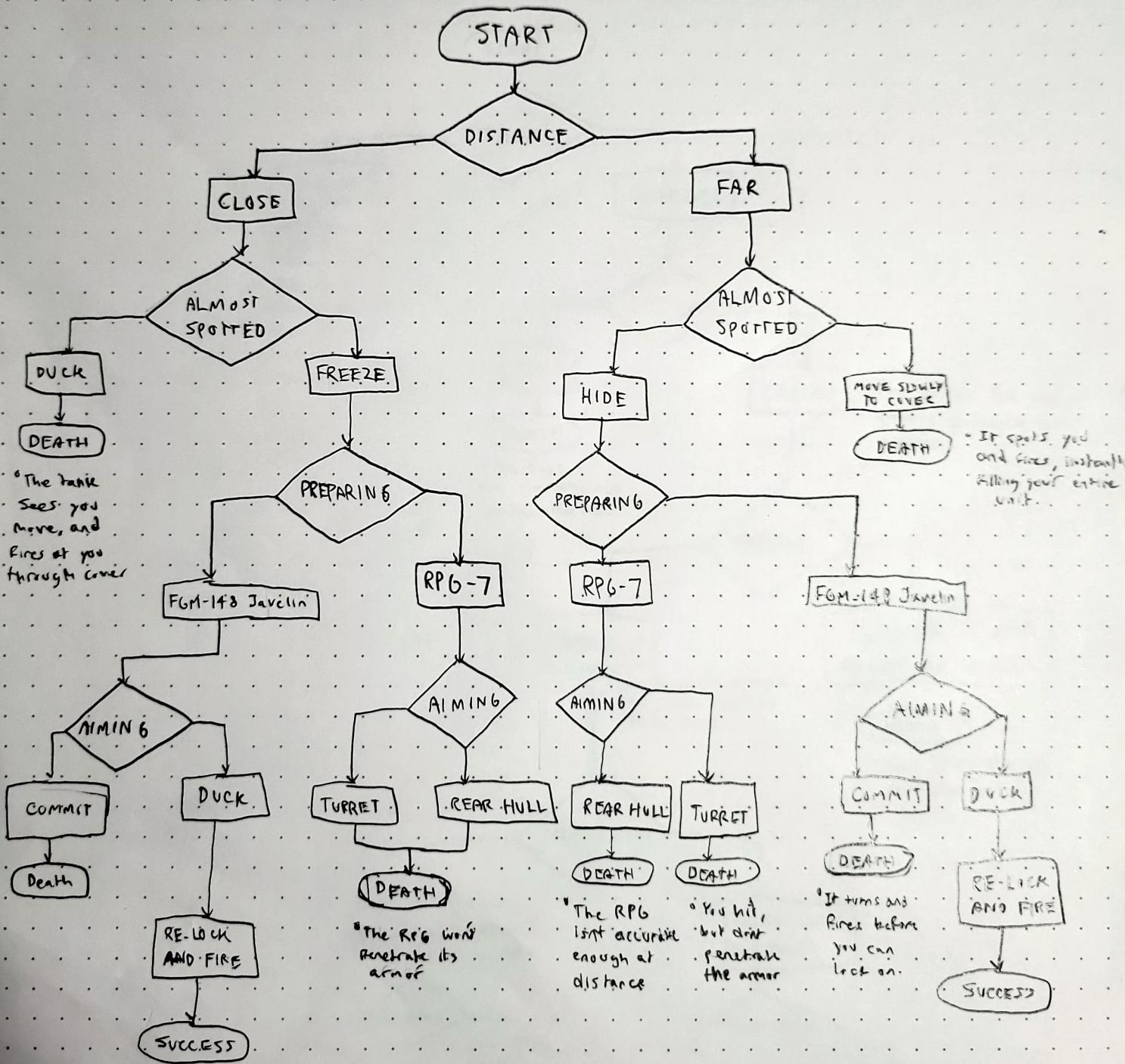
- In this adventure, YOU control an adventurer delving into a large temple overrun by deadly monsters in search of a legendary weapon. You will have to deal with threats like hordes of monsters you'll need to avoid, smaller groups you'll have to defeat, and a massive boss monster at the end which you'll need to use the legendary blade to instantly kill.



Terminal Project Idea #9

Tank Hunting

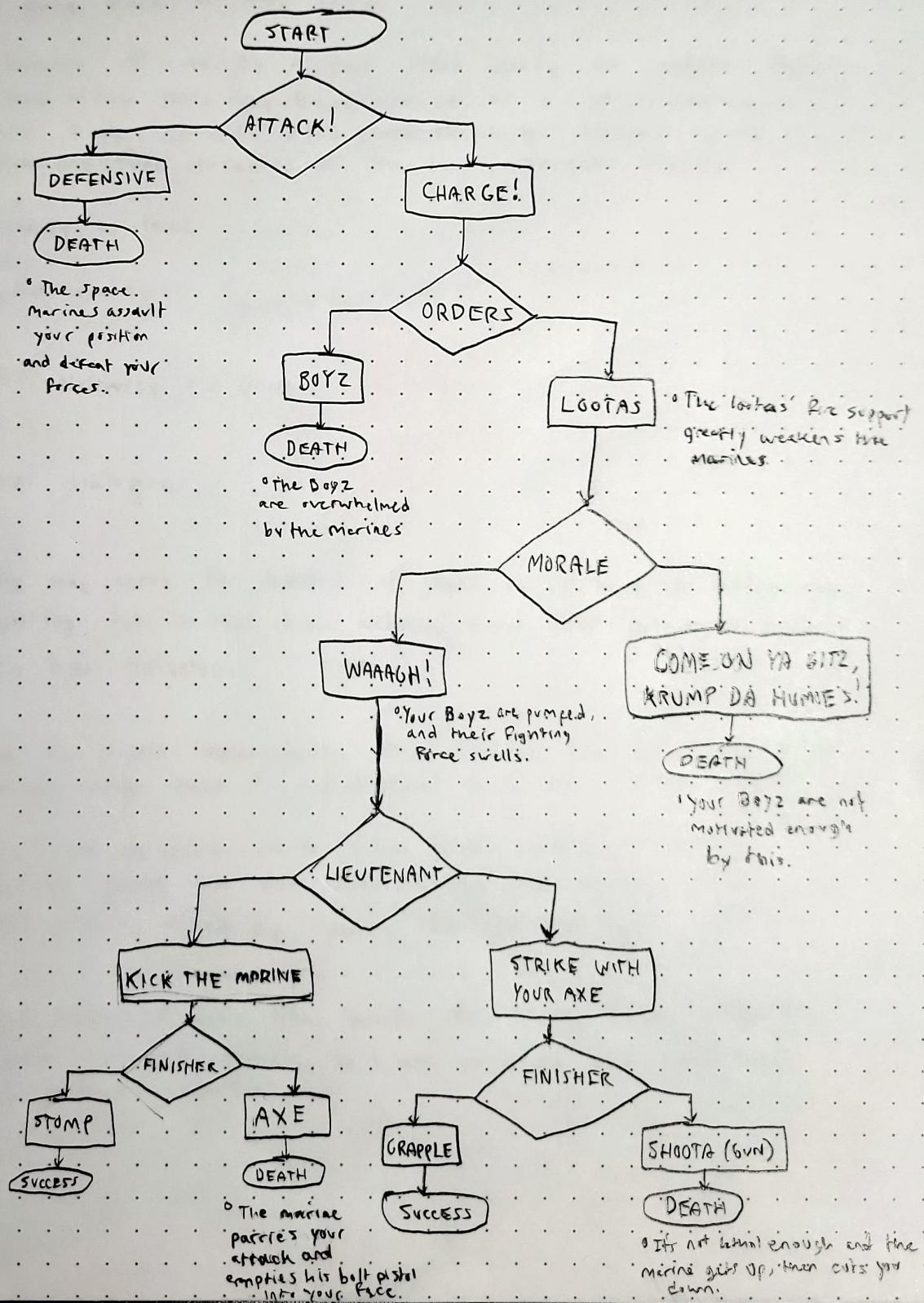
- In this mission, you control a squad of soldiers tasked with taking out a hostile tank. You will have to use the correct weapon, hide from the tank, while advancing and hit the tank's weak spot in order to take it out, or else you will get wiped out by the tank.



Terminal Project Idea H10

Orks Fighting Space Marines

- In this adventure, you'll control an Ork Warboss leading an assault on a few squads of Ultramarines Space Marines. In order to succeed, you'll need to order your boyz to charge the marines, order your Lootas to fire at the marines from the back line, bolster your boyz morale with a war cry, and finally duel the Ultramarine lieutenant.



Terminal Project Notes

- Had to add some string interpolation, so I added the user's name to the text, and now they will be referred to as Sergeant {name} instead of just sergeant.
- After making the first version of the program, I noticed that I had not included booleans, integer parsing or proper use of camelCase, so I'll be going back to add those in.
 - I am thinking of adding a text input early on asking the user how many years they have served as a space marine. If they have served > 150 years, they'll be referred to as a Veteran and fine characters of the text address them.
- IF veterancy == False
 - ↓
 - regular dialogue. (this is the basic idea, anyway).
(this is the basic idea, anyway)
- else if veterancy == True
 - ↓
 - Veteran dialogue
- As far as I can tell, veterans may serve for hundreds of years, so I'll have to add a note highlighting this so that people actually know that putting a number ≥ 150 isn't ridiculous.
- Ran into an issue implementing the boolean. Was using == to set initial value rather than =; so it didn't work until I fixed that.
- Also ran into an issue with Visual Studio where it was throwing up errors, but not showing the red squiggly lines to indicate where. Fixed by opening the solution file. Thanks Brandon!
- After some testing, it seems like people don't really think to go for the Overlord's command console, so I am going to add some text noting that it looks important.