In this example, these are scripts for a game called "Survive cold war "

the game idea is: every month in game time (20 seconds in real time) two countries resources

   1- Power
   2- Money
   3- People satisfaction

these resources depend on many factors: number of factories, number of proxy war ,spies, president power ...

Player control both countries (or parties: communist and capitalism) and he should balance the power between the countries till the end of the cold war (from 1947 to 1991)

Losing condition: when the difference between the two countries power is so large that the weak one (threatened one) launch a nuke bomb and the cold war become hot and the earth is doomed

Main Script is CountryManager and I think it's so self explanatory it's written in a very organized way , you can try the game from my portfolio https://mohey-aldeen.itch.io/survive-the-coldwar
I used Wwise Engine for the sound of the game :
I implanted some sound tricks like raising the pitch of the sfx played when the same button is pressed many times in less than 0.2 second ,another one is music transition between safe/danger mode of the game