Role Playing Ideas

1. Have a Hero Fighting off a Villan.

- Ask for a name
- Villan name
- Options of Combat tools
- Varying ending outcomes
- Brief intro

2. Beast Hunter tasked with protecting a village

- Giving the choice to ambush or confront
- Each path has unique actions and chances on how used

3. Portal Hopper Journeying across realms

- Introduction
- ~~Each path has a~~ ~~set of paths in them~~
- Each ed is different
- Three Portals, each with differing landscapes

4. You are a mage tasked with protecting the party with barrier magic.

- 3 choices of Magic
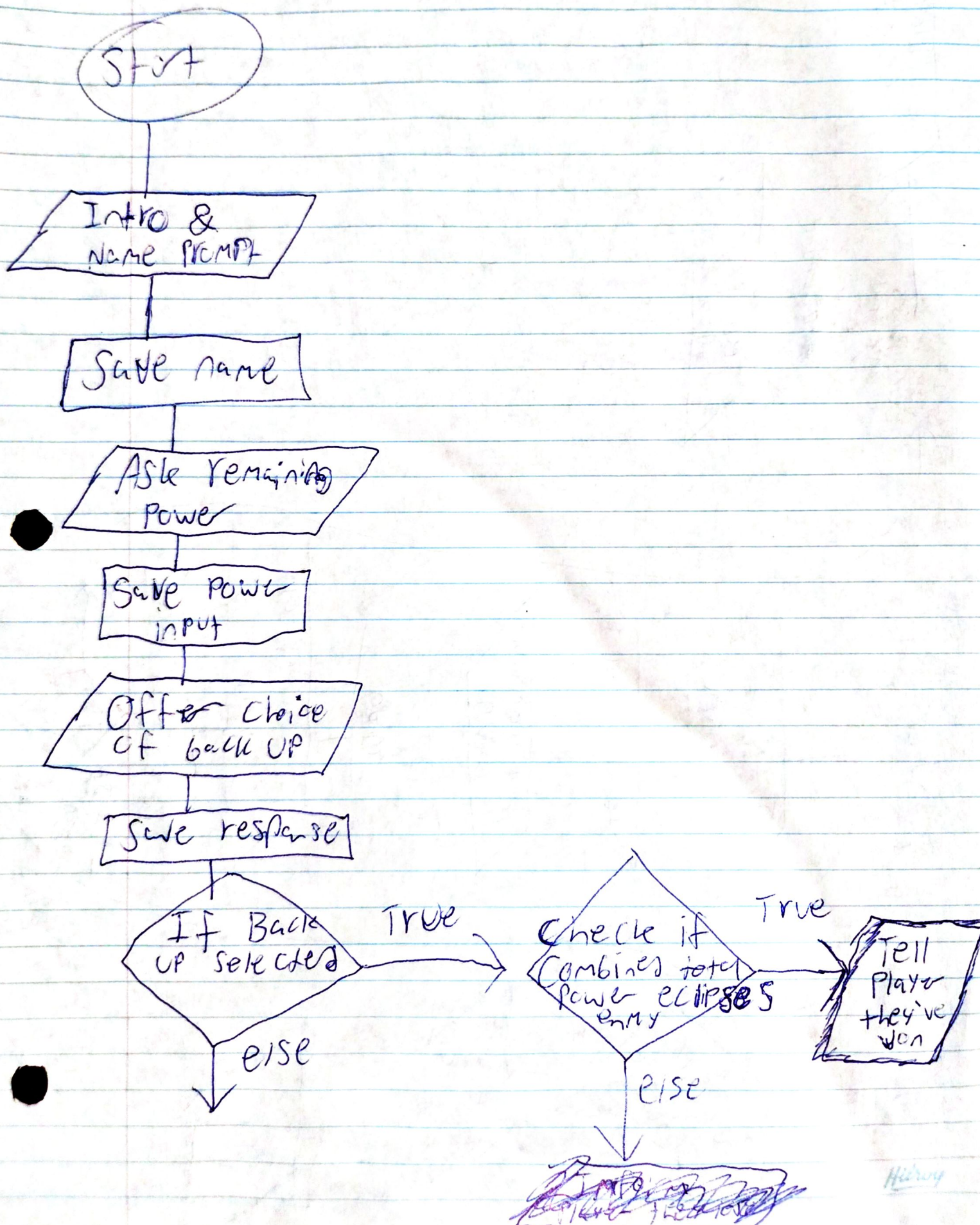- Each choice gives a resulting outcome
- Name the party
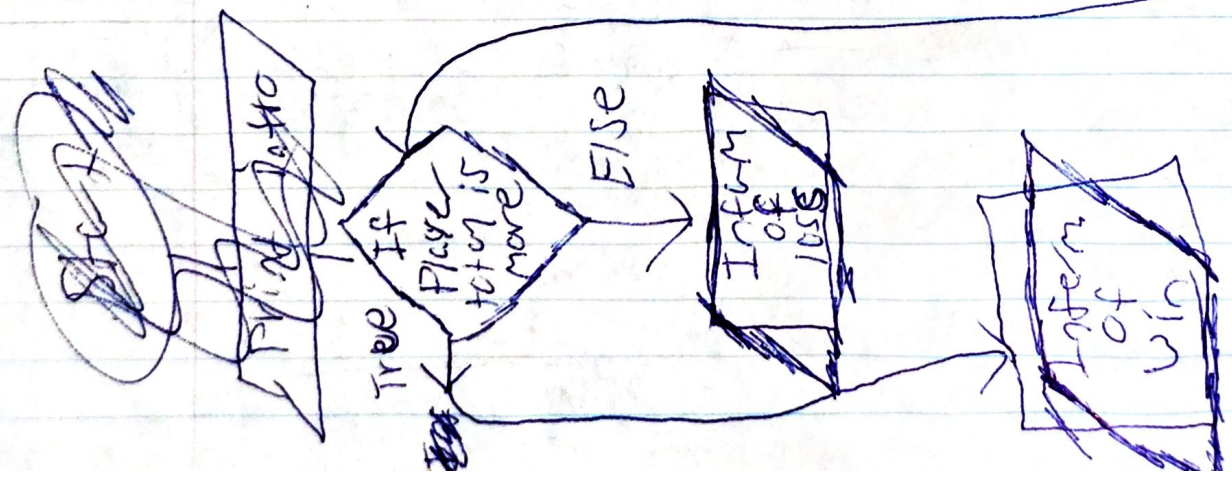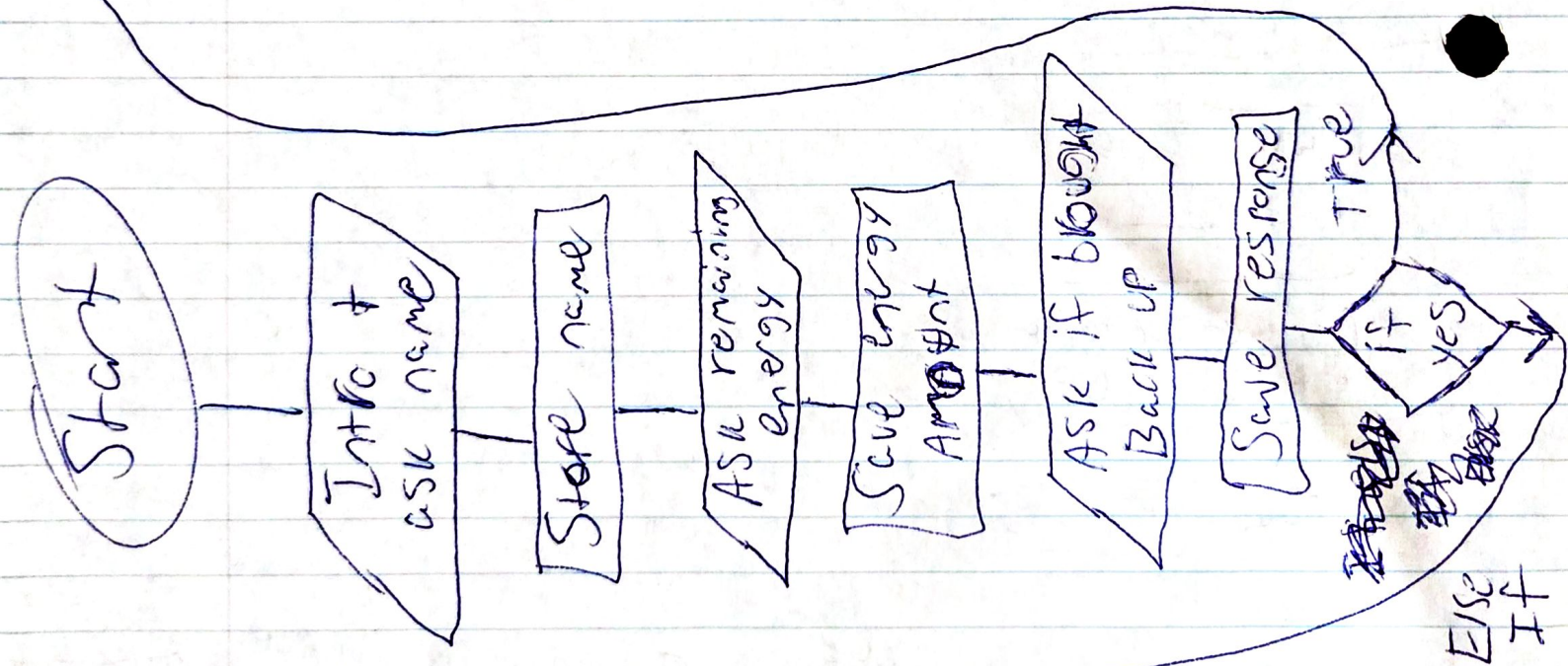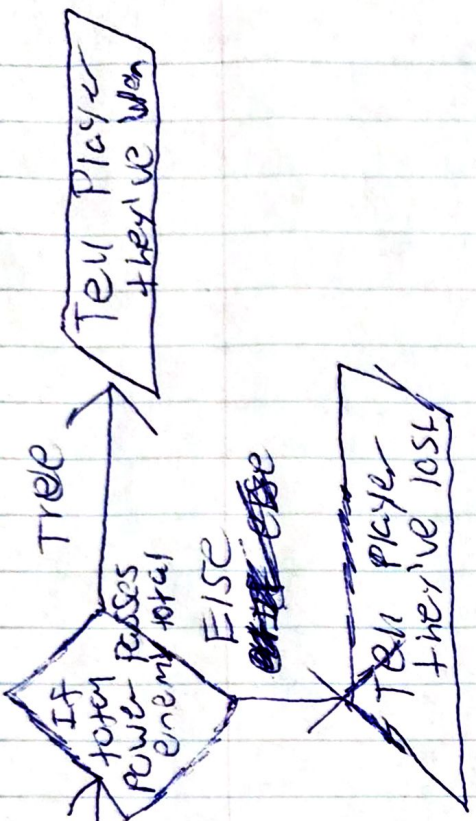
5. A Warrior with limited energy fighting a battle

- Remainder of energy chosen by player
- Option to request back up or go it alone
- Choice to name player ~~scratched out~~

6. Speeding down the road in a race and must avoid speeding in front of cop

- Option to name car type
- Choice to adjust speed at checkpoint
- Varying results based on adjusted speed

- int   - int.Parse
- String   - White line
- Bool   - read line
             - if

```
       ( Start )
           │
  ┌────────────────┐
  │   Intro &      │
  │  Name Prompt   │
  └────────────────┘
           │
  ┌────────────────┐
  │   Save name    │
  └────────────────┘
           │
  ┌────────────────┐
  │ Ask remaining  │
  │     Power      │
  └────────────────┘
           │
  ┌────────────────┐
  │   Save Power   │
  │     input      │
  └────────────────┘
           │
  ┌────────────────┐
  │  Offer Choice  │
  │   of back up   │
  └────────────────┘
           │
  ┌────────────────┐
  │  Save response │
  └────────────────┘
           │
```

If Back up selected ──── True ────▶ Check if Combined total power eclipses enmy ──── True ────▶ Tell Player they've won

else   else

(↓ arrow)   (↓ arrow)

(scribbled out text)

Flowchart (hand-drawn):

- Start
- Intro + ask name
- Store name
- Ask remaining energy
- Save energy Amount
- Ask if brought Back up
- Save response
- If ... Yes / Else If — True
- Print Ratio
- Tree If Player total is more — Else
- Inform of loss
- Inform of Win
- Tree
- If total Power passes enemy total
- Else ... Else
- Tell Player they've lost
- Tell Player they've Won

Flow Diagram

Start

Intro + name Prompt

Store Name

Ask remaining energy

Save energy Amount

Ask if back-up Was brought

Save response

If Yes — True

Else If

If team total energy More — True — Tell Player they've Won

Else — Tell Player they've lost

If Player energy More — True — Inform of Win

Else — Inform of loss