IDEAS FOR GAME IN CPP FOR FINAL

1. Turn based rpg   
   (This is the final choice)

* (take inspiration from scarlet nexus and use the brain power mechanic)
* (if going with brain mechanics then have a virtual meter that shows your team members brain power with a command if high enough activate brain drive and get attack and defense bonus)
* If Hp reaches zero then lose all brain power and die, have a chance for a team mate to revive using SAS {Struggle Arms System}. SAS is what you link to your team mates with it also causes extreme pain when connecting but after connected it is painless till you connect again {-Hp}.
* Enemies are called Others they are formed from an unknown substance from space and they fall to earth. The others were once human or other living thing before the substance came in contact with them. And other can be originally any living thing (cat, dog, human, or plant.)
* Instead of a final boss it is a points game try to get the highest amont of points that you can.
* SECOND IDEA For RPG
* Sentient technology final gets tired of being controlled by humans and they start to take over. It is your job to make it to the main supply for electricity plunging the world back 2000 years into the past. Not only are you fighting against evil pc’s that are ever evolving you are fighting against the mass population trying to stop you from exterminating their only way to enjoy all they tech that they claim to not be able to live without. If you do not do this the world no the universe will be like it never existed.
* Weapons are never electric due to the head captain of the uprising being able to turn them against you.{if using an electric rifle or weapon have chance for it to damage you and be destroyed every turn} weapons are old fashioned but some can be futurist but they come with a downside of being able to be hacked by the enemy and doing damage to you before being destroyed anything from sling shot to a laser rifle is what you will find while savaging{savage as a command instead of fighting or moving }
* The game will have a set num of spaces once your spaces moved count is reached you will fight the final boss. to gain spaces select move forward using the terminal. Other command will be scavenge, fight, run away, and shop {only in certain spaces}

1. Money collector game

* Run command sell item you will gain a set amount of money keep doing this till you can afford and upgrade which will boost your earning rate by a set amount{ maybe add a thing for passive income using time that gets money for you and also an upgrade that boost its effectiveness either by how fast it does it or the percentage amount of what it would be if you ran the command passive income will be a lot less than your command.}
* Sell different things that are worth more and more as you upgrade them.
* Also have a command to see your stats like how much a sell command makes and how much you get passively and your total