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### Basement Simulator Changes

BEHOLD!! The new and improved Basement Simulator!!! The last one was a pretty generic clicker game, and the only ideas that really carried over to this one are the general setting and characters. It's kind of like the same intellectual property but different gameplay, yeah? First, there are a lot more GUIs. Frames will open up and close whenever you go from one menu to another. It's also more of a resource management/rat management game. You have to manage food supplies and keep the fire going or else you just kinda die, and certain resources can diminish over time (jewels and wood slowly deplete between each day.) There's also a lot more random chance; everything is based on increasing stats that give you higher *chances* of getting more resources instead of just applying a flat scaling to the yield from certain tasks. There are also certain functions that can only be performed on certain days (all the shopkeeper stuff). It still relies on both GUIs and the console because I don't really like putting huge amounts of text within GUIs, but I do kind of like the aesthetic of having a console open all the time and having windows pop up and then disappear on another part of the screen. It makes things nice and compartmentalized while still having a constant record of what's going on running in the background.