

# Terminal Project Ideas

# Idea 1 Detective Mystery

- 1 Start
  - 2 Display details of the character identity (Detective) and the Case (Murder)
  - 3 ~~Interview 1~~ Begin Interview one (Wife) ~~Murder~~
  - 4 a) Yes N  
b) If yes proceed to First interview  
c) If no detail the detective having one more cigarette ~~before beginning~~ <sup>by + is actually murdered by the killer</sup>
  - 5 Details on the wife and her Statement
  - 6 a) ASK about whereabouts during Murder  
b) Ask her relationship with husband ~~as~~
  - 7 If A Wife says she was out shopping with the child at the time and provides <sup>Chossing statement to prove to the court</sup> proof to ~~it~~ ~~MIL~~  
if B wife loses it and storms off / move to #8 □
  - 8 Interview 2 (Best friend), display details about the best friends statement.
  - 9 a) Last time you saw the victim  
b) ~~Has~~ <sup>Did</sup> the victim act strangely in the days before the ~~murder~~
  - 10 If A Last saw victim a week ago at the families BBQ \ move to 11  
if B No everything seemed fine, just a little stressed about an argument with MIL
  - 11 Interview 3 (Mother in Law) display details on MIL Statement
  - 12 a) Did the victim have any enemies  
b) Was ~~this person~~ the victim well liked in the family / community
  - 13 If A MIL tells you he had many ~~harmful~~ friends and associates  
if B MIL says he was well liked though she doesn't know what her daughter saw in him
  - 14 The final accusation detail one of these 3 is the killer which is it  
a) The Wife  
b) The Best Friend  
c) The Mother in Law
  - 15 If A you sent the best friend to prison you haul the wife off to prison but the killer is still at large you lose. Game over.  
if B you haul the Best Friend off to prison but the killer is still at large you lose. Game over.  
if C You cuff the MIL and throw her in the car and she confesses everything. You have caught the killer. You Win.

## Mechanic Game

- 1 Start
- 2 Display info about car
- 3 a) Check Spark Plug  
b) Check Timing belt
- 4 i) If A The car starts  
ii) If B You accidentally knock the timing belt off costing you time and money

## Wrestling

- 1 Start
- 2 Display that you have a match tonight in the middle of the card but you want a shot at the title, the champ is in the ring right now talking about his last win.
  - 3 a) Do you go out and publicly challenge him?  
b) Do you put it from your mind and refocus on your match tonight?  
i) If A Your music hits and you step into the ring and challenge the champ he accepts and you are on for a title match at the next PPV. Tonight.  
ii) If B The champ ignores his call and everyone in the locker room is talking.  
4 Your match is about to begin do you enter first or second
    - a) First you are attacked by the champ from behind and are taken back stage by ready.
    - b) Second you come out feeling powerfull and ready  
5 The match begins with some grappling and Righting. Go for the pin or hit your finishing move
    - a) Too soon he kicks out and hits you with his finisher. 1. 2. 3. you lose.
    - b) You hit an earth shattering finisher and roll him up for the pin. 1. 2. 3.   
Hooray you are the champ! You hoist your title in the air to the roar of the crowd. you win!

## Fantasy DandD adventure

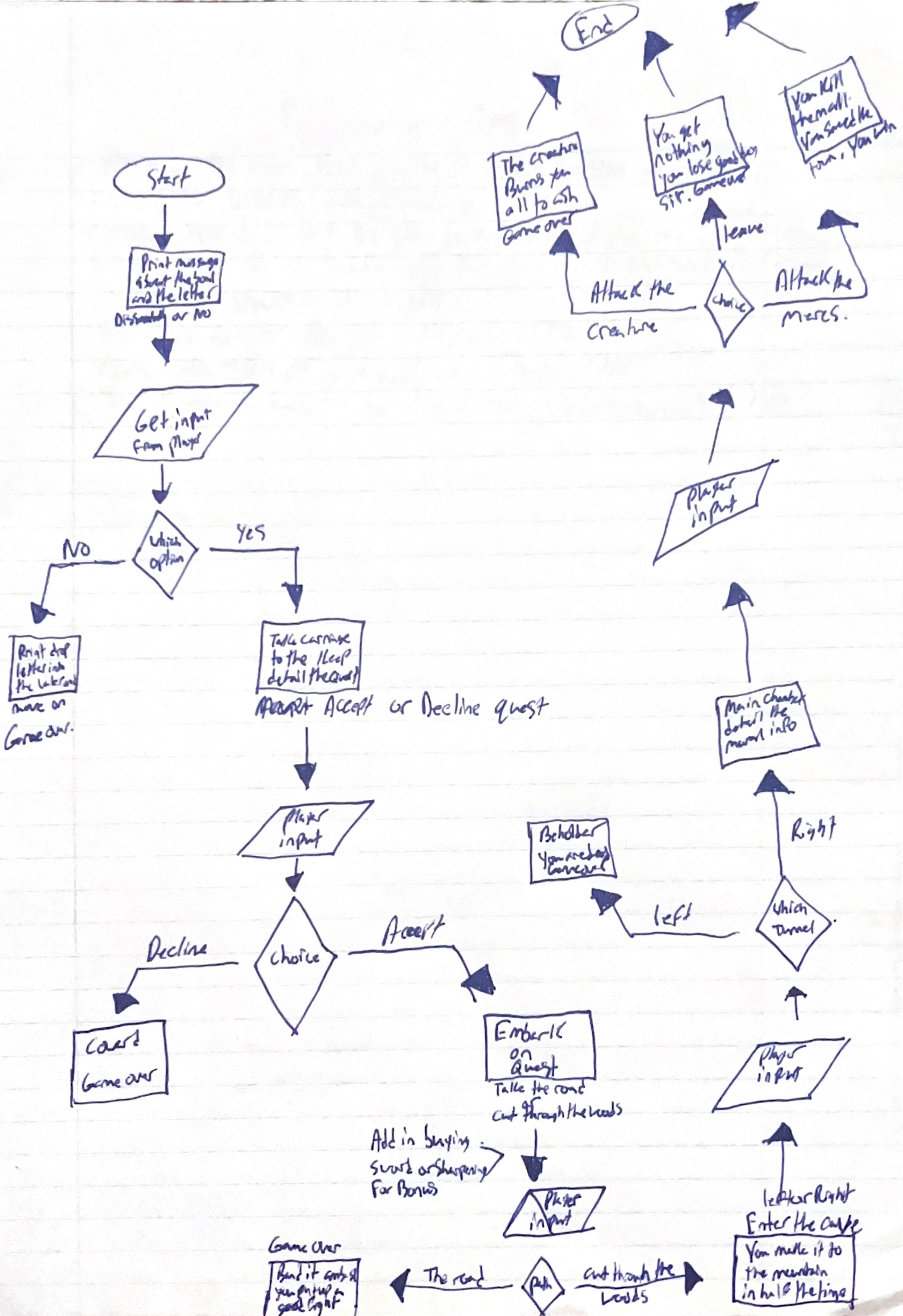
- 1 Start
- 2 Info about the ship and the letter that brought you to town
- 3 a) Disembark <sup>Gone over</sup> or stay
- 4 A You take a carriage to a large keep at the end of town b) You stay aboard and let the letter fall
- 5 The man who sent the letter tells you of the quest 1) accept 2) decline
- 6 If A embark on quest. if b) Game over! You are no adventurer. Game over
- 7 Take the road or cut through the woods
- 8 If road you are ambushed by bandits you fight but ultimately lose. Game over
- 9 If Woods you make it to the foot of the mountain in far less time
- 10 Info the mountain and lone entrance. Walk in the tunnel's right or left if left you wander down the tunnel until you come face to face with a beholder. Game over if Right You move deeper into the Mountain until you come to the main cavern. detail the main cavern and the creature, the bones and egg Scraps, the burnt traps and shields. Mr Snyde and four Mercs show. Attack the ~~PA~~ creature or attack the Mercs.
  - If a) You will die. Game over.
  - If b) You kill them all, the creature gives you a key and moves on, town gives you Snyde's house. You Win!

## Maze

- 1 Start
- 2 Info about the maze 1 right 2 left traps
- 3 If right you continue if left dead end you die
- 4 up or down stairs  
if up trap you die if down continue on
- 5 Jump over gap or swim across gap  
If jump land on other side safe if swim pulled under and die
- 6 Run, crawl through tunnel or climb over wall  
if crawl can't die if climb you see the end
- 7 End in sight Run or walk carefully  
if Run you win if Walk a minotaur charges down the hall and gares you to death
- 8 The Exit.

## Pirates

- 1 Start
- 2 Display info about the ship and crew
- 3 Sail West or East
  - if West your crew gets tired of waiting for the next prize and Mutiny's a possibility.
  - if East you come upon a Merchant vessel ripe for the taking.
- 4 Do you use the cannons to soften the target or Ram them and prepare to board.
  - if cannons you accidentally sink her and recover as much cargo as you can
  - if Ram you successfully ram the ship and board her after a little skirmish with her crew you



## Programming Notes

How on the text. Poor practice to make variable too long?

changed to .Write for ease of reading

Problem - How do I get the game to end if you choose the wrong outcome?

Solved - place the continuation inside the if and else if statement that continues.

\n\n for breaks in paragraphs

Fix space in after Accept - fixed 17th

Finish after Accept is misspelled - fixed 17th

Fix space between home! and congratulations - fixed 17th