Overall you will have to budget your time in the day so each action takes time out of your day.

User has health based on three strikes.

Random events could happen hourly.

Job roll for random job and then salary is based on the job you have. Get paid everyday. Getting to your job everyday you could either walk or have a car. There will be the chance of being mugged if walking and car crash if you are driving.

Store buy things with the money you made from the job. Food will just be a cost that you buy that can go up or down. Also you might be able to buy a garden to grow your own food.

Gun shop to buy weapons to make u less of a chance to be mugged.

/\* Ideas \*/

First you pick how many terms you want to play for 1,2 or Dictatorship

Maybe we choose male or female?? (just an idea)

You get randomly assigned a job and a salary with it

Given the name Trumpocolypse, the game progressively turns into a survival game and based on how lucky you were with job pick and frugle/smart you were about investing (say in a car or in gardens and stocking up on food) with all the crises stemming from something that Trump has put into place or taken away.

Each day you will be faced with a few options have to do with finances, work and freetime (what you do in your free time) So, say you could invest in food and gardens, you can go to work, skip and take no pay, and free time you can prepare for an apocalypse of live it up get some hookers or something. Of course each decision will have an effect on how long/well you live as Trumps term progresses.

As mentioned above random event do happen every “hour” in the game, and it could be something as good as winning the lottery to something as bad as nuclear war and everyone dies.

I think it would be reasonable to say an average lifestyle will get you through a term, but you will struggle, maybe not two terms