Ideas for the text adventure idea

* Game about making something for Cornhacks 2019
  + Potential route: going too far with hacking
    - Hacking evolves into finding secret government files and hacking into the Pentagon using rudimentary coding
    - Hacking opens up a portal into cyberspace
    - Hacking into the planet and saving the Earth from global warming
    - You end up getting 2nd place
  + Goes over hours 11:00 AM saturday to 10:00 AM sunday where you submit whatever you ended up making

Different Teammate ideas

* Slap-Bros Player
  + Can get the prize from the tournament
  + Bio: Came here mainly because he heard of a Slap Bros Tournament
* Ultimate Coding Genius Savior of the World
  + Large Bonus to Skill + 2 , Detriment to Energy - 10
  + Bio: He is going to save the world
* Dan Smith the Very Human Teammate
  + *Can attempt to unlock the Faculty Room at midnight or 3 AM*
  + ALTERNATE: Will only work with you if you work on a strange device for his as your project. +1 skill
  + *Only unlocked on second run with Dan, if the Strange Communicator was completed.*
  + Alternate open on 2nd run forward, Strange communicator can be made as long as project quality is high enough
  + Bio: Is definitely 100% only a human
* Coffee Guy:
  + Gives you a energy boost when you run out of energy for the first time (+ 20 energy)
  + Bio: Is very knowledgeable about both Java and java beans
* The Overworker
  + Gives +10 Project Quality immediately (then passes out as flavor text)
  + Bio: Ready to sacrifice his well-being for the team
  + Is essentially a consumable
* The Gopher
  + Gets your food for you
  + Bio: He brought baskets to carry mass amounts of food
* The Night Owl
  + Gives +3 skill while you work after 12PM
  + Bio: Powered by moonlight

Official Ideas

* It is based on time and each decision takes an hour
* You get to form your team at the start by picking 3 people from a group of 7
  + They will offer different abilities.
* Different “stats”
  + Energy 70/100
  + Skill 0/10
  + Project Quality 0/100
* You can work as one of the ways to raise project quality
  + It give diminishing results as time goes on.
  + Project Quality can be raised to max with one specific method
* Takes an hour to get home and back
  + Can take actions at home
* Room ideas:
  + Work room
    - Your work room. You’ve settled in and the room isn’t too noisy. There are several large tables with four seats at each one. Security is very tight here, don’t worry about leaving valuables in your bag when you head out.
  + Presentation/workshop room
    - The workshop room. Several students are seated in this auditorium-style room awaiting the next workshop or working on their projects.
  + Food Room
    - The food room. This is where the free food comes from. A sizable spread is laid out on the tables, and it looks like they have more food than they do participants.
  + Home Room
    - Your room. It looks… however your room usually looks.
  + Faculty Room
    - The faculty room. You get a distinct feeling that you shouldn’t be in here right now.
  + Other Work Rooms
    - One of the other work rooms. Other teams are excitedly chatting about their ideas here.

Project ideas (in game) (unlikely to be implemented):

* Make Text Adventure Game
  + Energy Bonus
* Keep track of traffic
  + Quality Bonus
* (coding genius required) Try to cure cancer
  + Energy penalty
  + Quality bonus
  + Skill bonus
* (Slap-bros required) Make the ultimate controller
  + Skill bonus (the slap-bros player is very interested in this)
* (Totally human being required) (cannot already be made) Create some strange communication device
  + ???
  + If project quality is high enough you get this in your inventory

Items

* Easy Button
  + Gained from 11AM workshop
  + Can be used in: Smash tournament to win without slap player
* Gift card
* Strange device

Time Specific Options

* 9:00 AM Saturday
  + Go to Cornhacks
  + Stay Home
    - This route asks are you sure a few times, going over potential benefits of going to cornhacks
    - Does not increment newGame
* 10:00 AM
  + Eat breakfast
    - energy bonus + 10
  + Focus on brainstorming
    - Bonus to project quality +5
* 10:30 AM
  + Opening text blurb (welcome to cornhacks)
  + Pick teammates
* 11AM
  + Visit workshop (smash the merge button)
    - Bonus to skill + 1
    - (if you have overworker)
      * The presenter is impressed by their work done so far and gives them the easy button. (Your team gets the button)
* 12PM
  + Get lunch
    - Bonus to energy + 10
    - You get this for free if you have the gopher teammate
* 1PM
  + Discuss project ideas
    - Talk with other teams to get ideas
      * Bonus to skill + 1
* 2PM
  + Visit Workshop (gamer extension)
    - Bonus to skill + 1
    - (if you have coffee guy) They teach you about the applications of Java in the extension and the coffee guy extrapolates its usefulness to your project
      * Quality increase + 5
* 3PM
  + Get help from volunteers
    - Skill bonus + 1
    - Quality Bonus + 5
    - Gives an option to harass the volunteer, resulting in the cops being called [Game Over]
* 4PM
  + Visit Workshop (From Me to We)
    - Bonus to skill + 1
    - (if you have super genius savior)
      * He will get mad and yell about how he shouldn’t have to work with others, he will then be kicked out
        + Big bonus to energy + 20
        + Loss of skill - 1
* 5PM
  + Get dinner
    - Bonus to energy + 10
    - You get this for free if you have the gopher teammate
* 6PM
  + Project comparison with separate team
    - If your project is high enough quality you gain energy + 10
    - Otherwise you lose energy - 10
    - You gain skill no matter what + 1
* 7PM
  + You can give up on developing a complex, optional, system for your program
    - Big energy bonus + 20
    - Quality penalty - 5
* 8PM
  + Meet corn suit man
    - Energy Bonus + 10
* 9PM
  + Tournament
    - Automatic win if you have the Slap-Bros Player, you can also win through use of easy button.
      * If you use the easy button then it breaks from overuse
    - 1st prize: Giftcard of the Amazonians ; 2nd prize: Energy + 10
* 10PM
  + (if project quality is too low) (forced event) (can also work afterwards)
    - Your team will be frustrated by their lack of progress
    - Energy penalty
* 11PM
  + Project comparison with separate team (higher quality requirement than last time)
    - If your project is high enough quality you gain energy
    - Otherwise you lose energy -10
    - You gain skill no matter what
* 12AM Sunday (start of eldritch events)
  + The Dark Hour (if you have Dan on team) (if you have strange device)
    - If you have the “Easy Button” and it was not used in the tournament, it can be used to defeat Dan
* 1AM
  + Tired
    - -5 to energy
* 2AM
  + Tired
    - -5 to energy
* 3AM
  + Ghost (forced event)
    - (if you have night owl)
      * Will punch the ghost away
    - If you have gift card you can bribe the ghost to help with your project, doesn’t count as a fifth member because they are not alive
      * Bonus to skill + 1, project quality + 5
    - Otherwise, Your project quality is reduced - 10
* 4AM
  + Tired
    - -5 to energy
* 5AM
  + Tired
    - -5 to energy
* 6AM
  + Tired
    - -5 to energy
* 7AM
  + Tired
    - -5 to energy
  + Early volunteer
    - Bonus to skill + 1
    - Bonus to project quality + 5
* 8AM
  + Get breakfast
    - Bonus to energy + 10
    - You get this for free if you have the gopher teammate
* 9AM
  + Overdrive
    - You can use a huge amount of energy to cause a large boost in project quality
    - -30 energy
    - +20 quality
* 10AM
  + Award ceremony
  + If Dan is on your team and you have enough project quality you will attain a strange device

Global Actions

* Work: from 11AM Saturday onwards
  + Raises project quality
    - 5 + skill
  + Lowers energy
    - -10
* Harass: from 10AM Saturday onwards
  + Instant loss
* Quit (could also just be the harass button)
* Check Stats
* Go Home (takes up an hour)