* Text base game

Story : you are a director of a company game. You hired unexperienced employees with low salary (ur company is poor af). Not until the release day is approaching, đi b you found out that your game had a lot of bugs, and the company nearly runs out of money. So you have to make a contract with a demon 😈 .He let you lend his money but if you don’t pay him back twice when the time come, you will...

* Game include :
  + Tester team
  + Developer team
  + Marketing team
* Team stats
  + Peformance, affected by
    - Working hour per day
    - Upgrades
    - Events
    - Policies
    - Team level
    - Stress (when stress reaches 100%, they won’t work)
  + Stress, affected by
    - Working hour per day
    - Upgrades
    - Events
    - Policies
    - Bugs
  + Experience
    - Affected by peformance (the more peformance, the more xp gain)
    - Policies
    - Events
* Bug
  + Include normal bug and critical bug
  + When fixes a bug, there is a chance that other bugs occur, experienced programmer reduce this happen
  + Too many bug found make developers stress
* Upgrade (need skill point, gain skill point when level up , events, policies)
  + Increase peformance
  + Decrease stress buildup
  + Stress decrease faster
  + Increase peformance when stress >= 50%
* Policies
  + Work on Sundays (stress↑, peformance↑)
  + Work on holidays (stress↑, peformance↑)
  + More salary(budget↓, stress↑)
  + Training employee(budget↓, stress ↑, experience↑ )
  + Organize special events (budget↓, stress ↓)
* Events(random)
* Game Stats
  + Budget
  + Bug found
  + Bug fixed
  + Fame
  + Bug player found
  + Purchased
* Two phase
  + Developing
  + Released
  + Endgame
    - When budget <= 0
    - When the time come