* Event system
* Date time system
  + Can change speed
  + Show day time
  + Trigger whenever day passes
  + Trigger when special event come
* Team system
  + Can change work hour per day
  + Money cost per day
  + Stress change per day
  + Unavailable when stress = 100%
  + Apply modification
  + Do something when day passed
  + Gain xp from working
  + Performance, stress affected by difficult
* Stat system
  + Budget
    - Summarize money cost per day
    - Decrease money when day passes
    - Trigger when no money left
  + Bug found (affect dev team stress)
  + Bug fixed
  + Fame
  + Bug player found
  + Purchased
  + Listen to day passess event
* Saving system