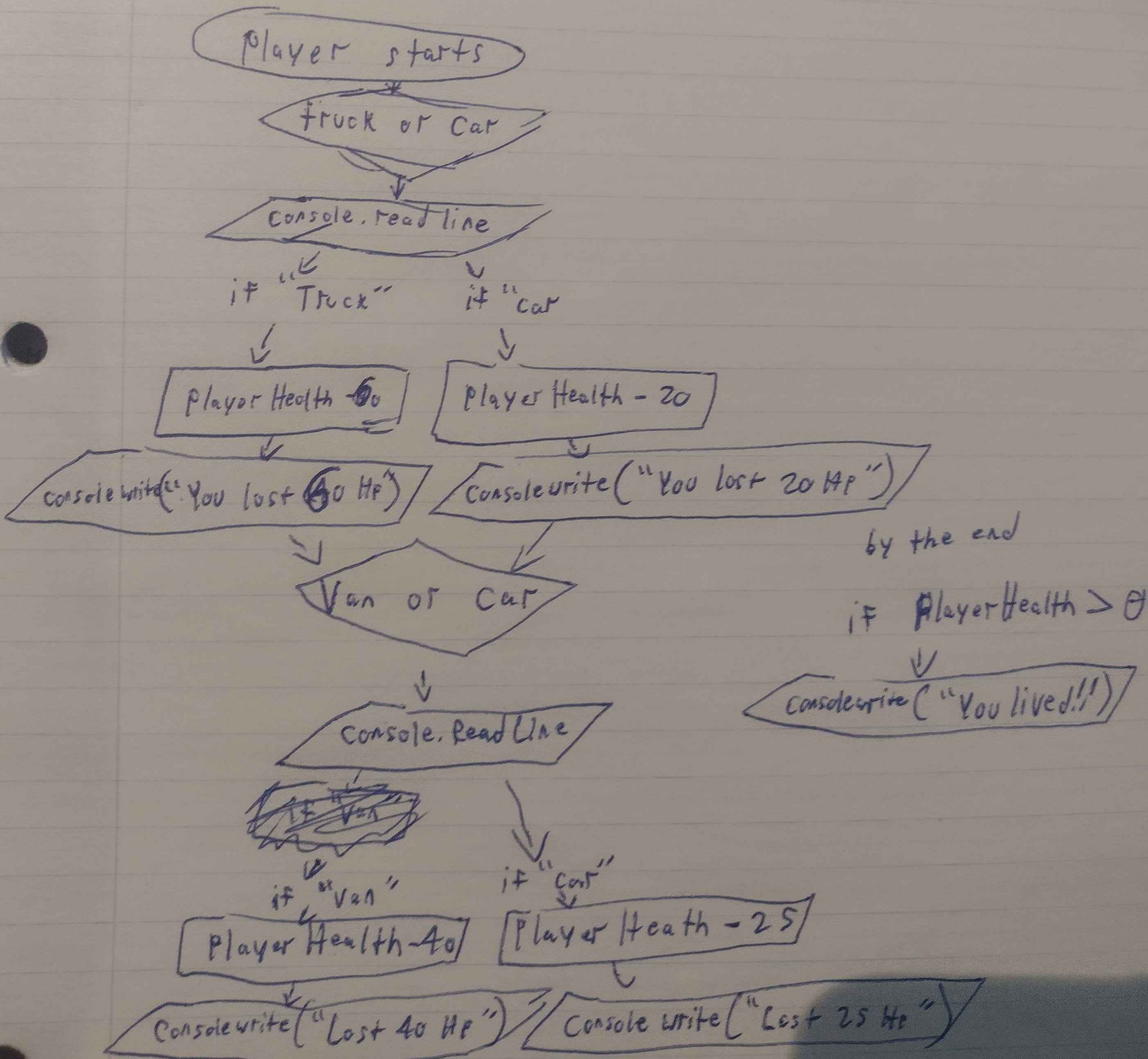
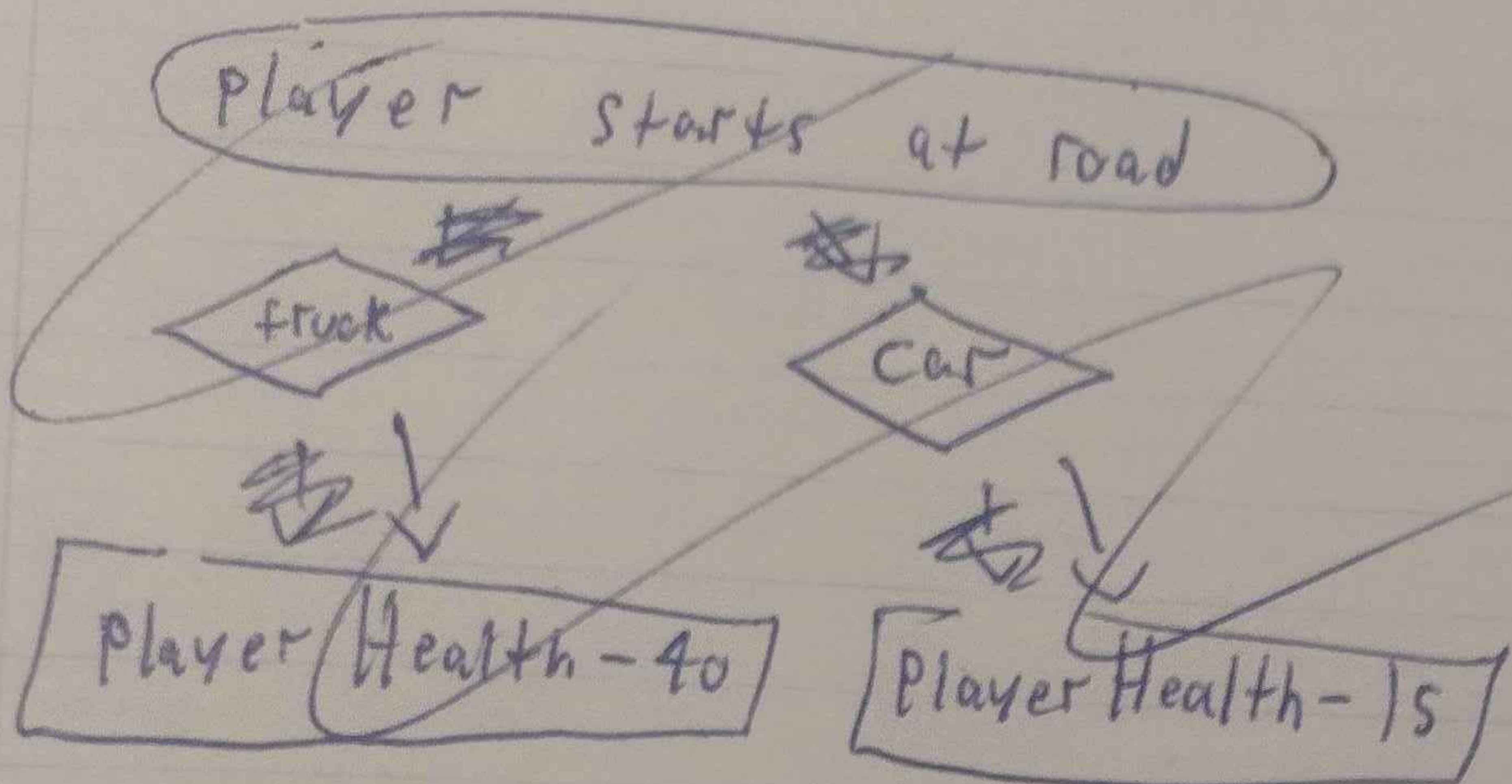


int Player Health = 100





Hunter will ask  
How much of a Man you are

input ( Console.ReadLine() ) They will  
question your truth

Parse (input)  $\rightarrow$  input - ~~9~~ 9

if Man Total  $> 1 \rightarrow$  Hunters let you  
join their ~~hunt~~  
guild

fighting  $\rightarrow$  respect

fleeing = instant execution or something

players will need gift for Mrs. Hedgehog  
to appease her savagery

stumble upon a nasty rock (?) on the path  
narrator will encourage leaving it

Picking it up = nastyRock++ (incremental code  
for 1 (to show  
off))

if they give it to

Mrs. Hedgehog the spell will commence

if not she'll turn you into

2 doers (or something)

~~Mrs. Hedgehog~~



## 5: Tree RPG

- Player sways in the breeze
- always seems like something incredible is about to happen but it never does
- very excited narrator
- A deer walks by at one point and it's like the highlight of the experience

Sway — if sway — > "Oh my god you're a natural swayer. This is monumental."

Drop apple — else if drop apple — > "You should really become a full time apple-dropper!"

This is my fav.

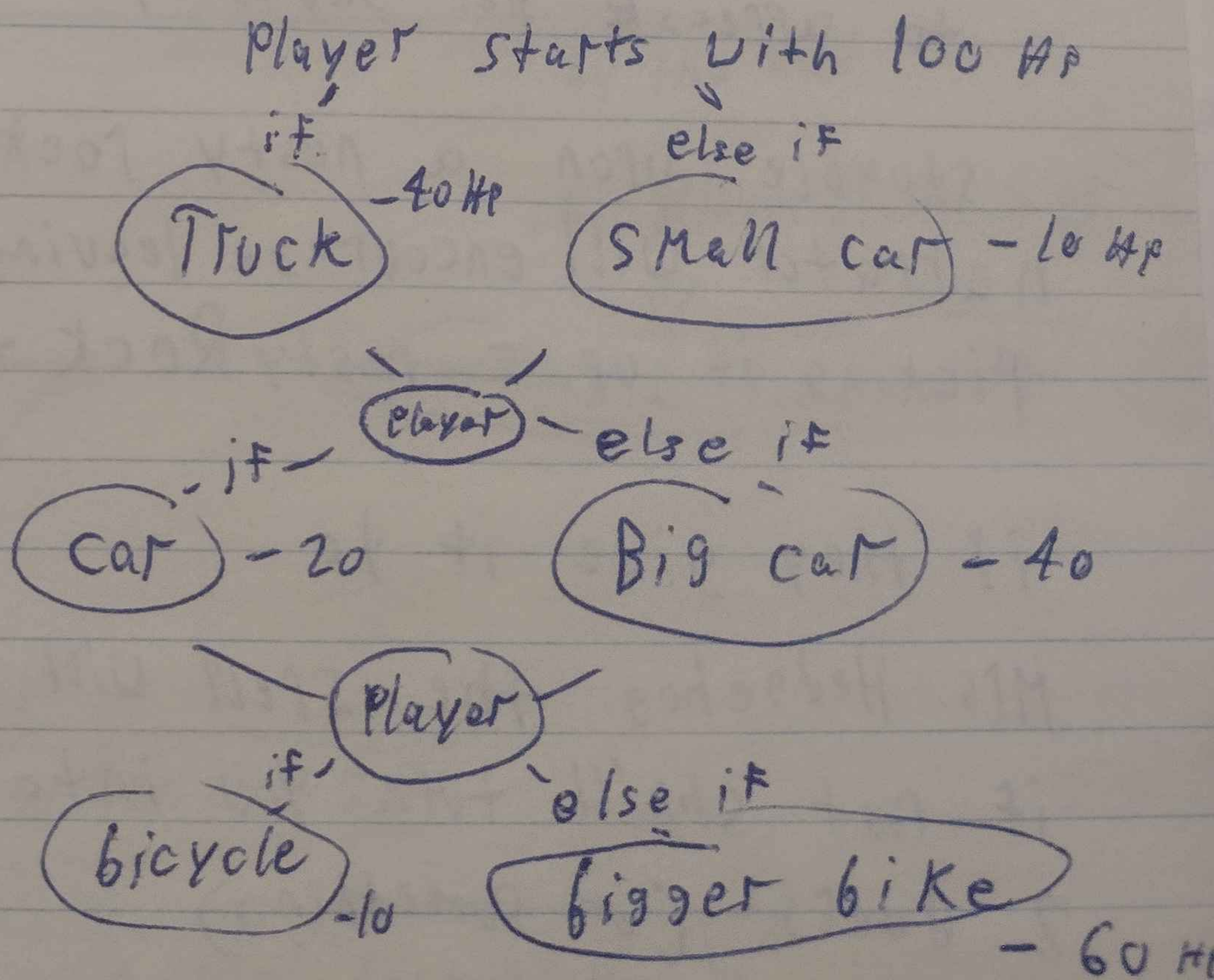
I would fail.

## Deer RPG

Disguise names of vehicles, make them actual cars

Car trivia will save the players

This is car trivia RPG now.



if player Health > 0 -> Good end

else -> YOU HAVE DIED

(LAME)



check  
seellins

### 3: Hitchhiker SIM

- Gotta choose whose car to enter
- Gotta persuade people to stop

Cast:

- cult leader

- sheep in human costume
- painfully average dude
- divorced mother

- some stop easy, some require convincing
- some endings result in death
- This might be a lot of if statements
- Fun

### 4: Deer RPG

- player wakes up as a deer
- has to find a way to become a person again
- Stanley Parable-esque narrator(?)
- Multiple endings result in being run over by a truck
- like almost every ending
- player could eat poison berries the narrator tells them not to touch, either resulting in death (embarrassing ending) or they're magic and end the story early via their transformative magic



# Ideas

## 1: Just do Metal Gear Solid

- player could arrive at a crossroads and have to decide to incapacitate a guard or shimmy around them
- incapacitating the guard could draw another guard to the noise
- sneaking would have other follow-up choices to screw up on but would be safer

Pros - Metal Gear Solid      Cons - Can't tell a Hideo Kojima story with 300 lines of code.

## 2: Adventures in Cooking

- Making a sandwich simulator (or soup)
- Extremely easy to die. player loses HP every time they make a misstep (like leaving water on for too long)
- Okay but what other ways could you even screw up in a text RPG like this.
  - if - Cut Fast -> player loses a hand and 50 HP
  - cut lettuce

if - Cut Normal -> player cuts the lettuce
  - if - cut slowly -> player falls asleep on the knife

→  
This Sucks