List of ideas for game:

* If one or more children die, you lose
* Random events that benefit or hinder progress
* Sims style expansion process
* Purpose to send kids to families
* Over time more kids come + increase in bad random events
* Allow purchase of “Hearts” that when a child dies you can use exponentially increasing number of hearts and a “revive” <!==What else can hearts be used for?==>(maybe a special kind of currency for special but non-essential things in the store?-Dakota)
* What about instead of 2D isometric we make it 2D side scrolling that would be much easier to program.
* Allow the users to choose what organization there money goes to.
* Hey guys this is a test