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Project Name: Ticket Tycoon
Topic: Clicker/Idle Game

**Specifics:**

This is a game about an IT help desk. Support tickets will be generated periodically, and the goal is to clear that queue. Some tickets will be easy and can be completed with one click, some will be harder and need to be clicked more before they're resolved. As you progress, you can improve gear, hire interns, and write scripts to resolve each ticket faster. I would also like to implement some sort of "expertise," where one intern might be better at networking-related tickets and another better with general hardware issues.

Tickets:
- Difficulty → Easy, Medium, Hard
- Category → Networking, Windows, Linux, Web, Misc

Currencies:
- Cash → peripherals, physical infrastructure, interns
- Experience → improve resolve speed for a given category, unlock scripting, improve internal tools

**Concerns:**

One of my major concerns is with having a good enough GUI. I'm not very familiar with what kind of support Rust has for visuals, and I don't think what I have in mind would work very well with just ASCII.

The next concern is just making sure I don't bite off more than I can chew. I'm pretty excited about this idea, and so it will be really easy for me to try to go too big. If what I already have laid out ends up being too much to properly implement, I can try to simplify the number of categories and only work with one of the currencies.