Interactive Terminal Ideas

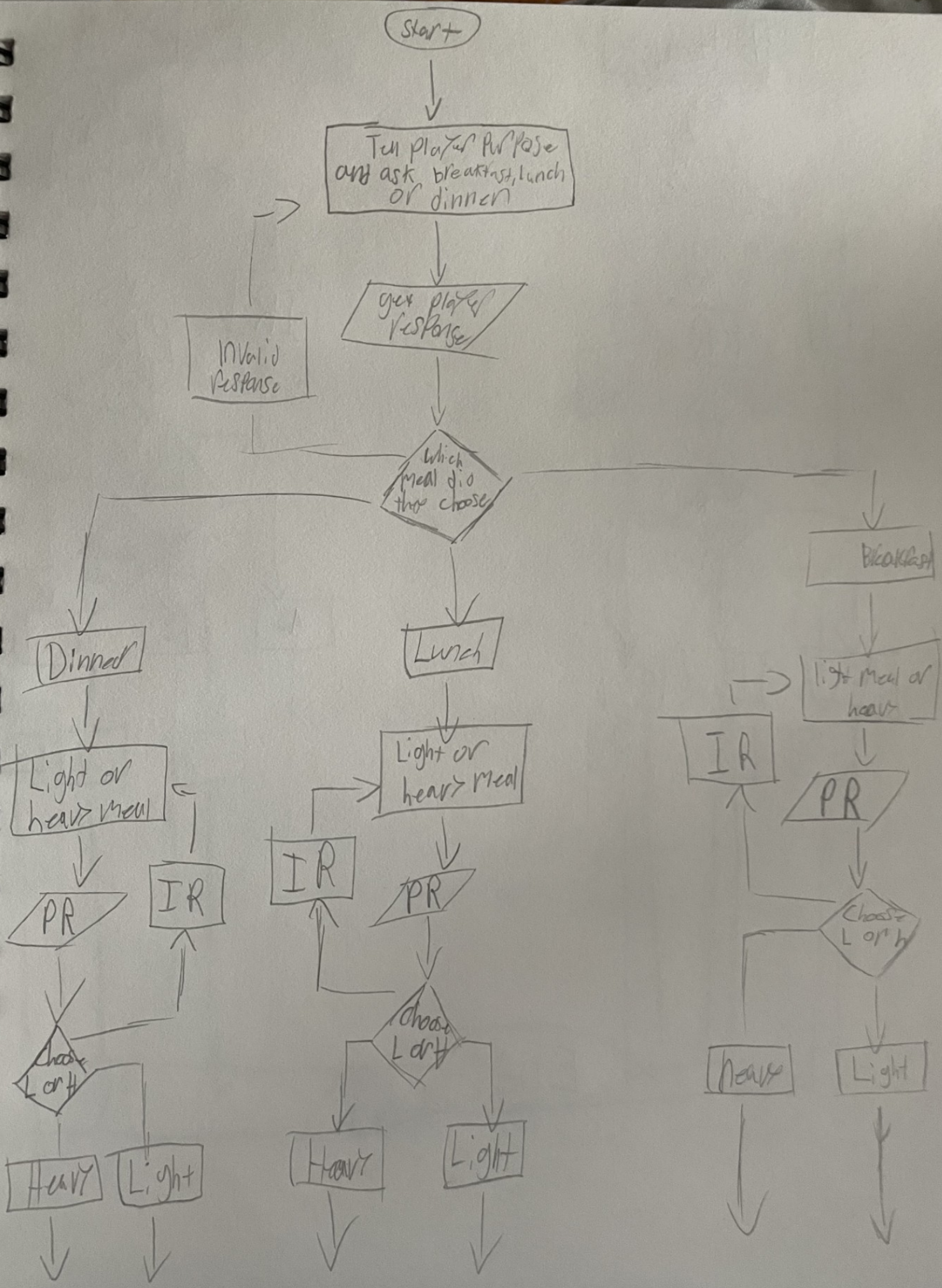
- Choose your own story centered around the idea of a princess locked in a tower guarded by a dragon. - Multiple endings?

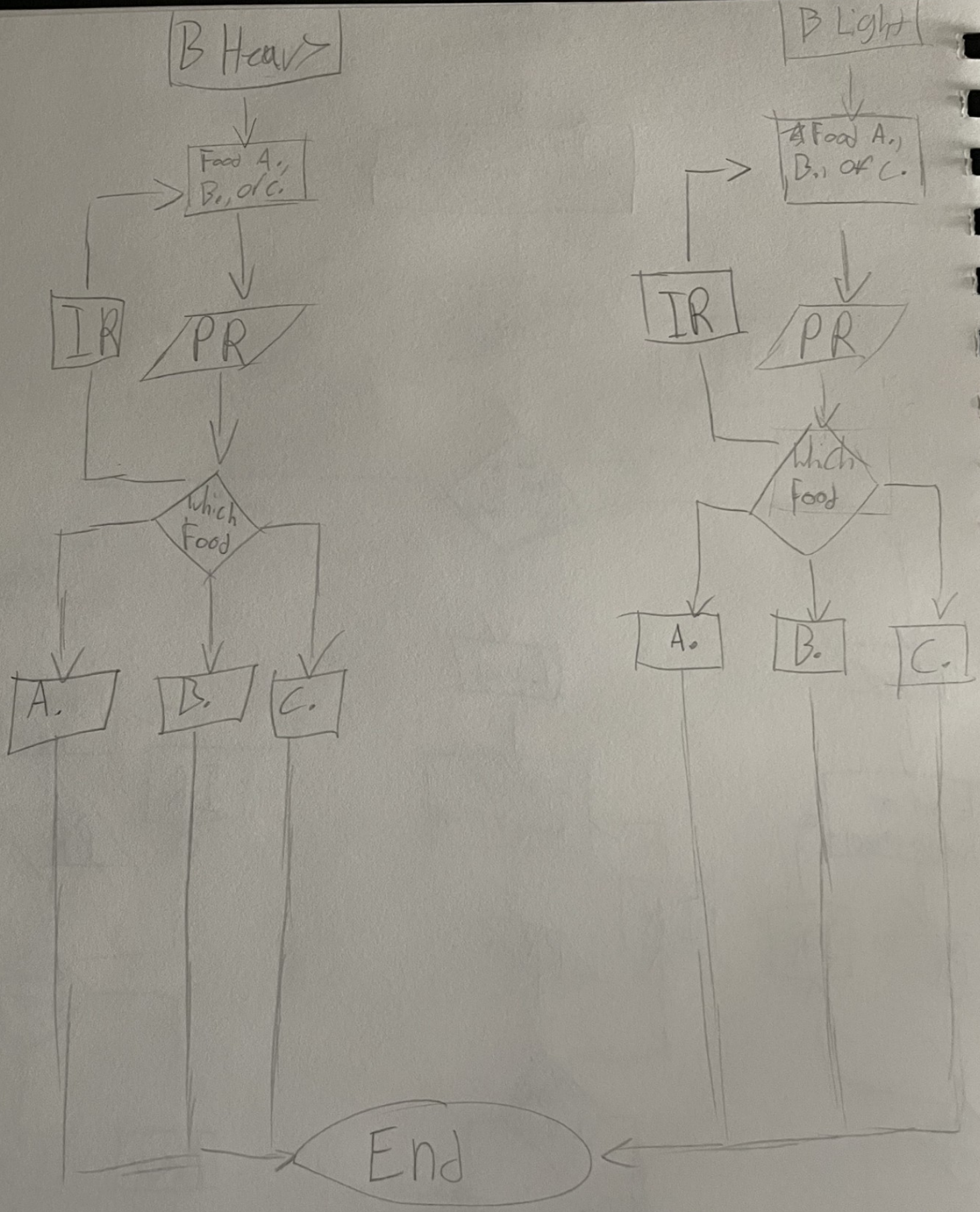
- a terminal dedicated to helping you choose what to eat for either breakfast, lunch or dinner.

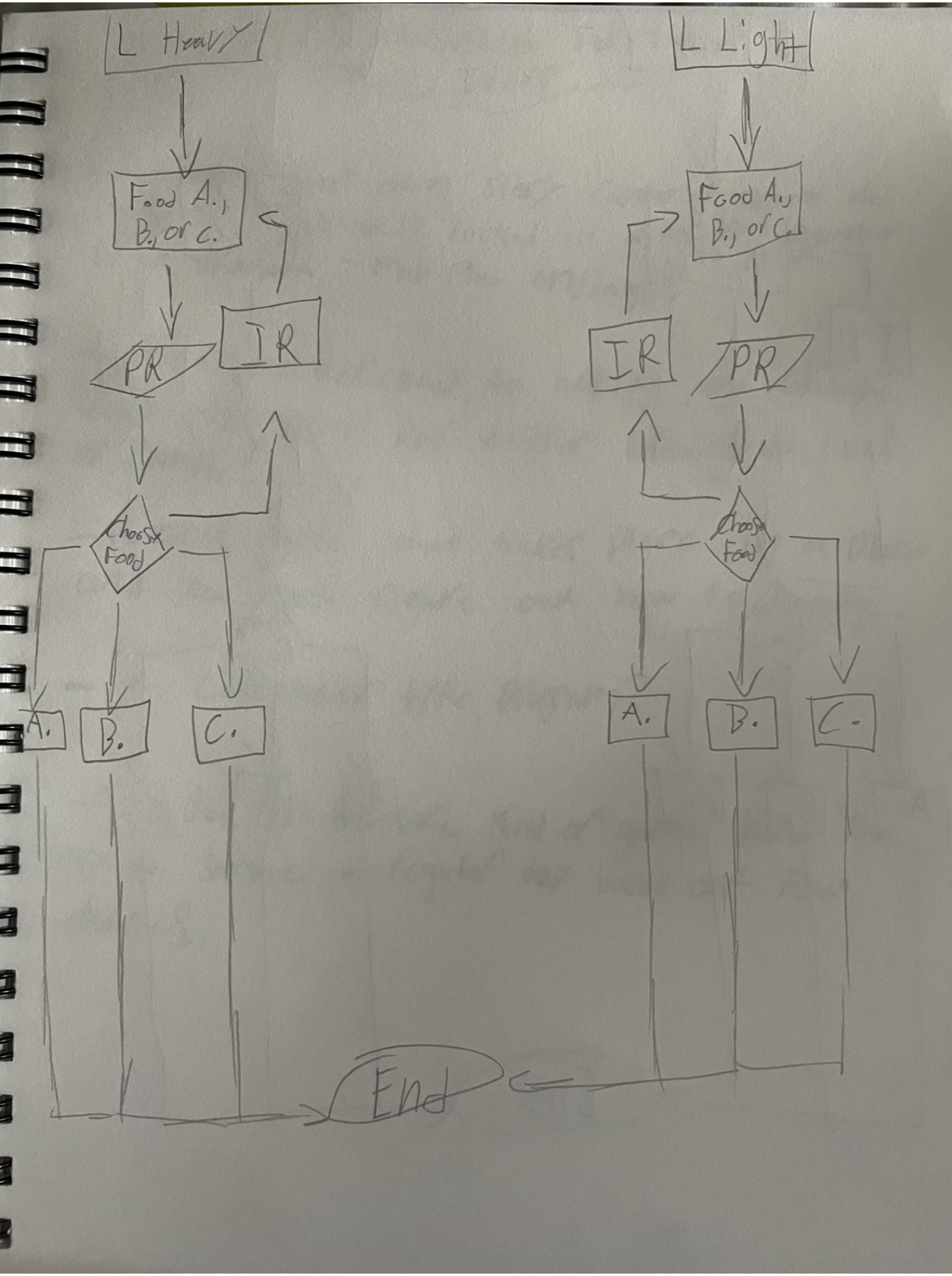
- puzzle game that takes place in a maze and you must figure out how to leave.

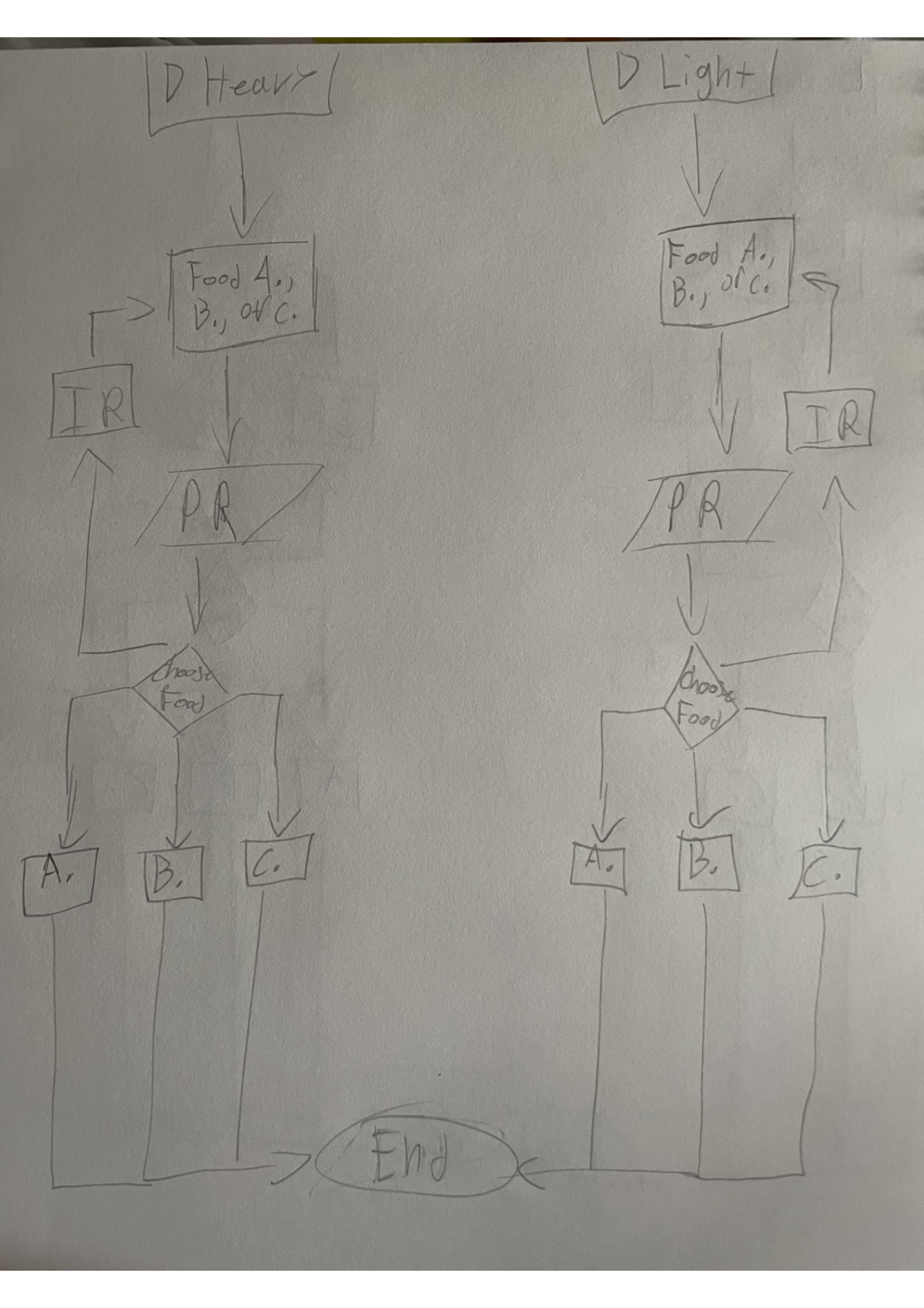
- a calculator type program?

- a day in the life kind of game where you try to survive a regular day based off your choices.


Start
Tell player Purpose and ask breakfast, lunch or dinner
get player response
Invalid response
Which meal did they choose
Dinner
Lunch
Breakfast
Light or heavy meal
PR
IR
Choose L or H
Heavy
Light
Light or heavy meal
IR
PR
Choose L or H
Heavy
Light
light meal or heavy
IR
PR
Choose L or H
heavy
Light


B Heavy
Food A., B., or C.
IR
PR
Which Food
A.
B.
C.
B Light
Food A., B., or C.
IR
PR
Which Food
A.
B.
C.
End


L Heavy
Food A., B., or C.
PR
IR
Choose Food
A.
B.
C.
L Light
Food A., B., or C.
IR
PR
Choose Food
A.
B.
C.
End


D Heavy
Food A., B., or C.
IR
PR
Choose Food
A.
B.
C.
D Light
Food A., B., or C.
IR
PR
Choose Food
A.
B.
C.
End