Start Tues, May 7

Possible ideas for the terminal game project:

1. Jet ski - it's summer and you brought your jet ski to a jet ski area. There are 2 obstacles you must clear: ramp or flaming hoop. Choosing the ramp damages your jet ski but won't make you fall in the water. Choosing flaming hoop sets you on fire, forcing you to jump in the water
2. Wild west showdown – You must draw your revolver as fast as possible against outlaws or you get shot.

Concept: timer for the player to press space in time or they get shot (probably not covered in Modules 0, 1a, and 1b, so alternative ways are preferred)

3. Swimming game – You're at a swimming meet and there is a timer that you must beat to win. You can choose sidestroke or backstroke. (Sidestroke is the one that beats the timer. If you choose backstroke, then you lost to the timer by 0.5 seconds)
4. Underwater Exploration - The player is a deep-sea diver that has 3 places to explore: sunken submarine, old pirate ship, or cave.

(disclaimer: this concept's first choice isn't referencing the Titan submersible implosion controversy)

5. Pass or risk - You're taking a test in class, and you want to get a higher mark than everyone else to impress. You can either: cheat and hope for a 50/50 chance you don't get caught, or just do the exam and answer as many questions as you know.

Concept: the cheating option has a 50% chance of succeeding or failing, since it will use RNG elements in c#.

(update: turns out RNG stuff isn't covered in Modules 0, 1a, and 1b, so this concept might need some tweaking or scrapped)

Modified concept: for the cheating option, you do pass...... until two weeks later you get caught.

Wed. May 8 Update:

Swimming game concept is what I chose, although there are some adjustments that I did finalize:

Instead of 2 options, there's 3: freestyle, breaststroke, drown.

Instead of beating a timer, you're trying to get at least 2nd place.

(Freestyle is the correct choice, breaststroke gets you 2nd last place, drowning is self-explanatory.)

Thurs, May 9

I named my project "rpg" instead of "swimming game". I should've named it "swimming game" from the start.

I'll just include a disclaimer in the readme.md file.....

Fri, May 10

Final tweaks. Flowchart is done

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```mermaid
start

swimming
style

1. freestyle          2. breaststroke          3. drown

you choose            you choose               you drowned
freestyle             breaststroke

you didn't finish     so close, yet so far...  💀
below 2nd, so yay?    (you finished second
                      last)

end
```