```mermaid
flowchart TD
    Start((Start))
    Start --> D1{Tell dad jokes or not}
    D1 -->|yes| FirstJoke[First Joke]
    D1 -->|no| NoDadJokes[No Dad Jokes]
    FirstJoke --> D2{Know Answer?}
    D2 -->|yes| SkeletonPunchline[Skeleton Punchline]
    D2 -->|no| SkeletonPunchlineAnyway1[Skeleton Punchline Anyway]
    D2 -->|other| SkeletonPunchlineAnyway2[Skeleton Punchline Anyway]
    SkeletonPunchline --> D3{Wanna Hear Another One?}
    SkeletonPunchlineAnyway1 --> D3
    SkeletonPunchlineAnyway2 --> D3
    D3 -->|yes| SecondJokeSetup[Second Joke Setup]
    D3 -->|no| End((End))
    SecondJokeSetup --> D4{Know Answer?}
    D4 -->|yes| EggJokePunchline[Egg Joke Punchline]
    D4 -->|no| EggJokePunchlineAnyway[Egg Joke Punchline Anyway]
    NoDadJokes --> End
```

- Start
- Tell dad jokes or not
  - yes → First Joke
  - no → No Dad Jokes
- First Joke → Know Answer?
  - yes → Skeleton Punchline
  - no → Skeleton Punchline Anyway
  - other → Skeleton Punchline Anyway
- Skeleton Punchline / Skeleton Punchline Anyway → Wanna Hear Another One?
  - yes → Second Joke Setup
  - no → End
- Second Joke Setup → Know Answer?
  - yes → Egg Joke Punchline
  - no → Egg Joke Punchline Anyway
- No Dad Jokes → End

Tim

Scenarios:

1. Virtual pet life
   - Choose a virtual pet, and the player can feed it, play with it, care for it, etc.

   - The pet can react positively or negatively depending on the player's choice (e.g., dog food / human food)

2. AI chatbot
   - The player talks to a chatbot

   - example: player - "my day was boring" bot - "here are some activities for today - *insert activity here*"

3. Treasure hunt
   - The player chooses left or right and have to make decisions when they encounter animals, traps, etc

※ 4. Dad joke telling
   - The player can guess the punchline or reveal it.
   - The player can either choose to hear another joke or stop.

5. Cookoff
   - The player will select multiple ingredients to make the perfect dish
   - The player chooses the available ingredients, the cooking method (fry, bake, roast, etc), and the game tells the player whether the customers are satisfied or not with the dish.

※ Dad joke telling is the chosen one because funny