**ENGINEERING METHOD – INTEGRATIVE TASK 2**

**Idea Generation**

We started in a meeting where generate the following ideas.

1. We got some idea of a APO2 TI. It’s a Rick and Morty game, where there are two index cards, and each one should get seeds in a board. It wins the one that got more seeds.
2. We got an idea of another APO2 TI. It’s a game related with *Where is my water?* The game consists in found out the way to get water in the pipelines.
3. We see a project named flood fill in internet. In this, it paints green all vertex that it’s red and relates to the initial.
4. We think in implement a game of a labyrinth where it should find out the way to get out.
5. This idea is creating a map of houses (nodes) and create the connections with its respective weight. The main is that someone can find out the shortest way to go from a house to other. Furthermore, this verify if both are related.
6. We see a java challenge where it should connect the pairs.