GD Final Game/Project Ideas:

1. Collect the Coins

- **Objective:** Control a character to collect coins scattered in a small 3D environment.
- **Key Skills:** Basic character movement, collision detection, and score tracking.

2. 3D Maze Runner

- **Objective:** Move a ball or a character through a simple 3D maze to find the exit.
- **Key Skills:** Rigidbody physics, movement controls, and camera follow.

3. Catch the Falling Objects (3D Version)

- **Objective:** Control a platform or character to catch objects falling from above while avoiding harmful ones.
- **Key Skills:** Object movement, collision detection, and UI for score.

4. Target Shooting

- **Objective:** Players shoot projectiles at stationary or moving targets within a small arena.
- **Key Skills:** Shooting mechanics, basic physics, and simple AI for target movement.

5. Obstacle Dodger

- **Objective:** Guide a rolling ball through a straight path, avoiding obstacles and collecting items.
- **Key Skills:** Rigidbody physics, obstacle spawning, and scorekeeping.

6. Jump Across Platforms

- **Objective:** Move a character across floating platforms without falling, trying to reach a finish point.
- **Key Skills:** Basic jumping mechanics, platform placement, and level design.

7. Ball Roll Adventure

- **Objective:** Control a rolling ball to navigate a simple level with ramps, obstacles, and collectibles.
- **Key Skills:** Rigidbody movement, slopes, and collision detection.

8. Balloon Pop in 3D

- **Objective:** Balloons float up in a 3D environment, and players aim and shoot to pop them before they escape.
- **Key Skills:** Shooting mechanics, spawning objects, and score tracking.

9. Simple Racing Track

- **Objective:** Drive a car along a short, looping 3D track, trying to complete laps as fast as possible.
- **Key Skills:** Vehicle physics, lap counter, and timer.

10. Basic Tower Defense

- **Objective:** Place simple towers to stop enemies walking along a single path.
- **Key Skills:** NavMesh for pathfinding, object placement, and basic attack logic.