

Ideas

- **A caffe till solution**

- **Description**

A Desktop application that allows the user to take a customers drink and food order and other details which is then output to a printer to print a ticket of said information. The application would have integration with a database which would have stock and update the stock as orders are taken.

- **Technologies:**

- Java (Swing)
 - Tauri (Vanilla web dev or any frontend framework)
 - Database (SQL)

- **A pathfinding genetic algorithm for urban planning**

- **Description**

An application allowing the user to define some geometry with significant points, problem areas and blockages.

The app will then generate preferred routes between the points specified. This could be used in many areas such as construction

of tunnels, railway lines or roads. It could even be used for network construction

Inspired by this story: <https://www.sciencenews.org/article/slime-mold-master-network-engineer>

- **Technologies:**

- Tauri
 - Unity

- **A game that teaches the player to use VIM**

- **Description**

Roguelike game where different characters have access to different VIM bindings which are standins for their abilities.

The ground could be a grid of words to give the player reference to how theyre abilities will effect the world.

The idea is getting further and further in the game will teach you VIM quickly

Controlled using VIM bindings

Inspired by: <https://vim-adventures.com>

- **Technologies:**

- Unity
- Pygame
- Rust(Bevy)