Asteroids

Source

Data

Ships Left: number
Score: number
Score Record?: number
Target:
    Type: word
    Position: vector
    Velocity: vector
Targets: list of target
Player:
    Position: vector
    Velocity: vector
    Direction: number
Bullet:
    Position: vector
    Velocity: vector
    Duration: number
    Parent?
Bullets: list of Bullet

Render

Display Score, Ships Left, and Score Record at the top-left corner
Draw Player at Player's position facing Player's Direction
Iterate through Targets and draw every Target with its appearance at its position
Draw all bullets

Simulation

Update:
    Targets', Player's, Bullets' Position
    Player's Direction based on Rotate Left/Right
    Player's Velocity based on Thrust
Create Bullet if needed
Collision Detection:
    Target hit by a Bullet update related data
    Player hit by a Bullet/Target update related data

Check State

Input

Rotate Left: boolean
Rotate Right: boolean
HyperSpace: boolean
Thrust: boolean
Fire: boolean

UnderlineJS

Source
It's a very simple project, but the point she made: details like rendering the underline make a difference and emphasize the craftsmanship within designing for screens is very cool.

Data

You probably don't need any besides cursor positions

Render

Play the simulated guitar sound

Simulation

The Pitch of the sound made is based on the length of each underline, physics

Input

Cursor Movement