# Project 1

<https://github.com/Miziziziz/PTS/>

PTS is a video game designed to be played by deaf people. The game uses echolocation and sound cues to let the player know what is in front of them, as well as how far away the next object is. PTS is a retro-style dungeon crawler with a grid-based pattern, similar to games like Eye of the Beholder. What makes this project interesting to me is its unique approach to accessibility. Most times when accessibility is brought up in the relm of video games, the topic is usually centered around difficulty and player experience. Instead, people should be more accommodating to people who lack the physical ability to play the game.

# Project 2

<https://github.com/mitallast/diablo-js>

Diablo JS is, as the name suggests, an indie version of diablo created in JavaScript. The project itself runs using a standard JS application but has several ports of original levels from diablo 1 and 2. This project includes a .gitignore file.

# Project 3

<https://github.com/zinnschlag/openmw>

OpenMW is a reimplementation of The Elder Scrolls 3: Morrowind. The project aims to port the old RPG to new hardware, adding additional features such as higher resolutions and mod support. Most people who play Morrowind in any serious capacity these days run it via OpenMW, so it is amazing to see what started off as a small project become so large. You do require a purchased copy of Morrowind to be able to play.

# Project 4

<https://github.com/Interkarma/daggerfall-unity>

On the subject of small projects becoming large, we have Daggerfall Unity, yet another port of an Elder Scrolls game. This time the entire game of Daggerfall was ported into the Unity game engine. Unlike OpenMW, DU was built from the ground up over the course of 5 years by one person. The game was finished in 2019 and is still receiving regular updates. Through this project, Daggerfall was given lots of additional improvements, such as updated controls and graphics, as well as mod support. In addition, this project is free and does not require the purchase of any additional games. In fact, DU is currently the supported version of Daggerfall on GOG as of 2022.

# Project 5

<https://github.com/torvalds/linux>

I would be remised if I didn’t include the Linux kernel in this list. Linux is a popular open-source operating system developed by Linus Torvalds. Linus also created GitHub itself in 2005 for the development of the Linux system, so he is to thank for all the projects found there to this day.