1. Data scraper for API for cookwell to get a personalised weekly planner for food in regard to recipes and methodologies. (Very Promising)

The three main success criteria are being able to:

* Scanning in ingredients from a shopping list, or receipt, and/or image recognition of pantry items.
* Autonomously creating a shopping list based on previous cultures eaten, successful proceedings of what went wrong in cooking, cooking book rotations and fundamental usage, E.I, braised beef framework, on a rota.
* Noting speeds of cooking or time scales of longer term cooking and processing for set ups to happen and be referred to.

The scraper shall have cooking books, methodologies, websites and summarised videos, condensed to text recipes fed into the scraper for it to then deploy a weekly planner and shopping list with weightings provided to things done before, giving a negative bias against recipes that have been done recently, previously, or ones that share elements of recipes have been done, recently, previously.

1. A game where you have to satirize the authoritarian regime you live under, to undermine them, whilst staying alive, difficulties based on level of authority from base auth to BAA. (Promising)

The three main success criteria are being able to:

* Have an autonomous agent that scans through your actions and the actions of other agents to determine which one is the hostile agent to the regime.
* Multiple difficulties with different weightings in regards to detection rng and difficulties with performing certain actions.
* Be able to interface with autonomous high level interaction units and low level interaction swarms of mass, in the process of attempting to win the game.

The game concept is to satirize an authoritarian government enough to either overthrow it with a less authoritarian government, or to reduce the band of difficulty to delevel it to a less auth power structure. The game would run off of a turn based system with you, AI members and an AI enemy “observer” taking turns through a round, refreshing an available pool of resources at the end of every round.

1. Data set scraper that notices when workshop mods get more popular or lose popularity through updates, according to the workshop visitor data. (to research, it turns a scrape into an api) (Promising)

The three main success criteria are being able to:

* Observe the unique visitors, current subscribers and current favourites of a wide range of workshop items.
* Plot a collection of multiple, or singular workshop items onto graphs on demand.
* Have an artificial AI detect new up and comers, outside of the usual most popular mods weekly collection, and try to pre-empt when items may be put on that sliding collection, if possible.

The scraper into API would collect information on specific steam game’s/item’s workshops, store it for future use, maybe with a pruning system of old data after a set amount of time, for example a week and then collate them to a searchable system, alongside graph making functionality to assess the popularity movement of the items as a whole or down to specific ones.

1. Complex game/simulator, playing as specific governmental or corporate members during specific times in a setting of a fictional planet based off of events that happened in real life. For example, working as a secret service member during the qing dynasty (Was it that one?), working as a banking executive during a financial crash, working as a civil service member during periods of governmental expansion and contraction, working as a colonial force during a colonialisation period or the colonised, against/with AI forces that act as a storyteller. Potentially with some The Last Federation styling/baseness (Died to scope creep immediately, too much research)

The three main success criteria are being able to:

Being able to select multiple time periods and areas to start, with different scenario modifiers

Different win conditions depending on the specific scenario with different difficulties depending on the scenario

Autonomous AI agents that work alongside or against you depending on the scenario

1. An AI model that can analyse workshop mods of a game and categorise them on size, type, style, level of vanilla-ness, overhaul amount and if it’s an update of a previous mod, language. Then is searchable.

The three main success criteria are being able to:

Take the description of a workshop mod autonomously

Store the workshop mod and scan it depending on keywords and structure

Label them with tags as much as is effective

First, the scraper should collect and collate the text of a specific mod, and label it with the mod’s title. Then an AI model, trained (by hand? By bulk data) shall read the description, tagging it as it goes along. Then, the tagged information should be saved to the title with some confirmation that it has been scanned, then optionally, a comment made by the AI on the workshop mod’s title, maybe only the final one of the mod’s creator, shall give the tags of the completed mods.