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 THETI (Is it THETI?). (Promising)
2. 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.
3. 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)
4. Data scraper for API for cookwell to get a personalised weekly planner for food in regards to recipes and methodologies. (Very Promising)
5. 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 (Promising)
6. Multiuser website for secret service members and military members to use.
7. Complex game about being a mi5 superstructure trying to detect an ai agent that is trying to undermine the government you are working for.
8. 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.
9. Using a raspberry pi to simulate morse code to send a specific message between spies.
10. Ai to solve a problem, solving the problem of time tabling in regards to my life, in regards to making a python back end, voice agent front end/a gui/a chat.