Video Wall Project

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I was thinking that for my project I would like to make something that is not quite a game, but a sort of interactive activity called "Ghosts". If you open the application, you can draw bright lines on the wall. If you complete a closed shape with those lines and let go, it will create a "ghost" friend in that shape. It's free to roam around, (i.e. float randomly, change its shape a bit, etc.) and you can make more of them if you'd like, with a rotating amount of personalities and expressions that appear on the "ghosts". If I can get that done, then I would like to make it even more interactive, where there is a command bar for the user. Here you can switch from creating the "ghost" to actively interacting with them. I was thinking of maybe being able to give them treats, or call them over if they get too far away from the user, or giving them pets. And if you want to restart and make new ones, a command where they'll pop out of existence, perhaps.

If I could get this done to my satisfaction, I would like to make a more horror-style mode out of it, maybe called "Demons". The premise is the same, you make a shape and it creates a creature, except it makes the shadow of something much more creepy and eldritch. Perhaps in this mode you pit them against each other, or when you make more the bigger ones will devour smaller creatures. Forms that start as your shape, but slowly sprout monster bits and become some creature apart from your shape would be the premise.

My most basic idea for this project will be the "making a ghost which then floats around" mechanic, and if I get that down quickly, I'll work onward from there!