## Computing Project - Ideas

polish as much as possible 20->30 is impossibly Look at existing physics engines and Physics Engine what they do. Firstones and india Top down or sideways Interacting with environment Which language is best Implementing things -JAVA like noture & trees Tube & bus maps/Route co-ordinator Using 3rd party dota Movie database manager Competitive tool Pohédex Smogou

Checkers Abalane, Quarto | Quandor Maybe involved in games that involve luch For simple games not based on luch but skill and strategy Board game butto Board game Assisstant that Mokhing games were previous data and knowledge to determ help Maze solving? player, as well as card Counting Possibility Video game enemy patterns -> w/ game

physics engine high score? - Tries to complete a simple game Video game Learns: From both player & maybe? itself Machine learning? Point Research Topologies Catfishing bot? Swipe left on all people, or those who meet ) a certain category Tinder? - Convos -3. 1 party 12 Reward-System data Profile building? <-