

Initial Ideas:								
	pros	cons	Matthew	Manvir	Magaly	Mariam	Shravya	votes:
Some Type of Game:			3	5	3	4	0	15
Platformer	fun, simple concept, achievable, template available, buildable	overused -- what makes it unique, hard to make a good one	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1
Bullethell	simple, easy start	hard to make well, less resources available	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3
storybased (integrate chatgpt)	simple interface	develop story, too easy?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
fighting	popular	Harder, Matt doesn't like them, overused?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
Cardgame/suite of cardgames	Manvir loves them, easy asset creation, resources available online	There's a lot of them, buildable? A lot of cardgame apps/websites -- unique?	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2
Roguelite	very easy to build upon, might be hard to get an initial build (could be implemented ontop of something else)	Harder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
tactics game	highly scalable	higher initial input	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
chess	similar battleship,	Unique? Harder to scale/build upon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
autochess	unique, medium initial investment,	Less resources	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
sudoku	low initial investment, easy to scale, good resources	Unique/overused? might be too easy	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2
word based games	see sudoku and card games		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1
pacman	scalable, easy initial investment	overdone?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
snake	scalable (see Google snake), easy initial investment	overdone?	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2
adventure	medium initial investment, super scale	assets might be harder to find theme fitting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
Logic games (deduction games)	low initial investment, good resources		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
Some type of App:								
Animal Tracking for Rescue	some of us have experience, easy to find reference material	Scalability, super hard, unique?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
Secure Messaging App	easy start, easy scalability	Need knowledge about networks/connections/stuff we don't know or want to do	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
Planner app/Calander app that integrates to do lists	medium investment, fairly scalable		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	4
Natural Disaster Messaging App	Useful	Very hard	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
Make a sudoku generator	Very low UI investment, scalable,	lots of hard math	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0