

Game Ideas

Worms.



AI:

Multi ✓.

terraria

AI

Multi



DD tank



AI

Multi ✓.

Shellshock



AI

Multi

force instructor.

Different Weapons. Upgrade. Map < stuff.

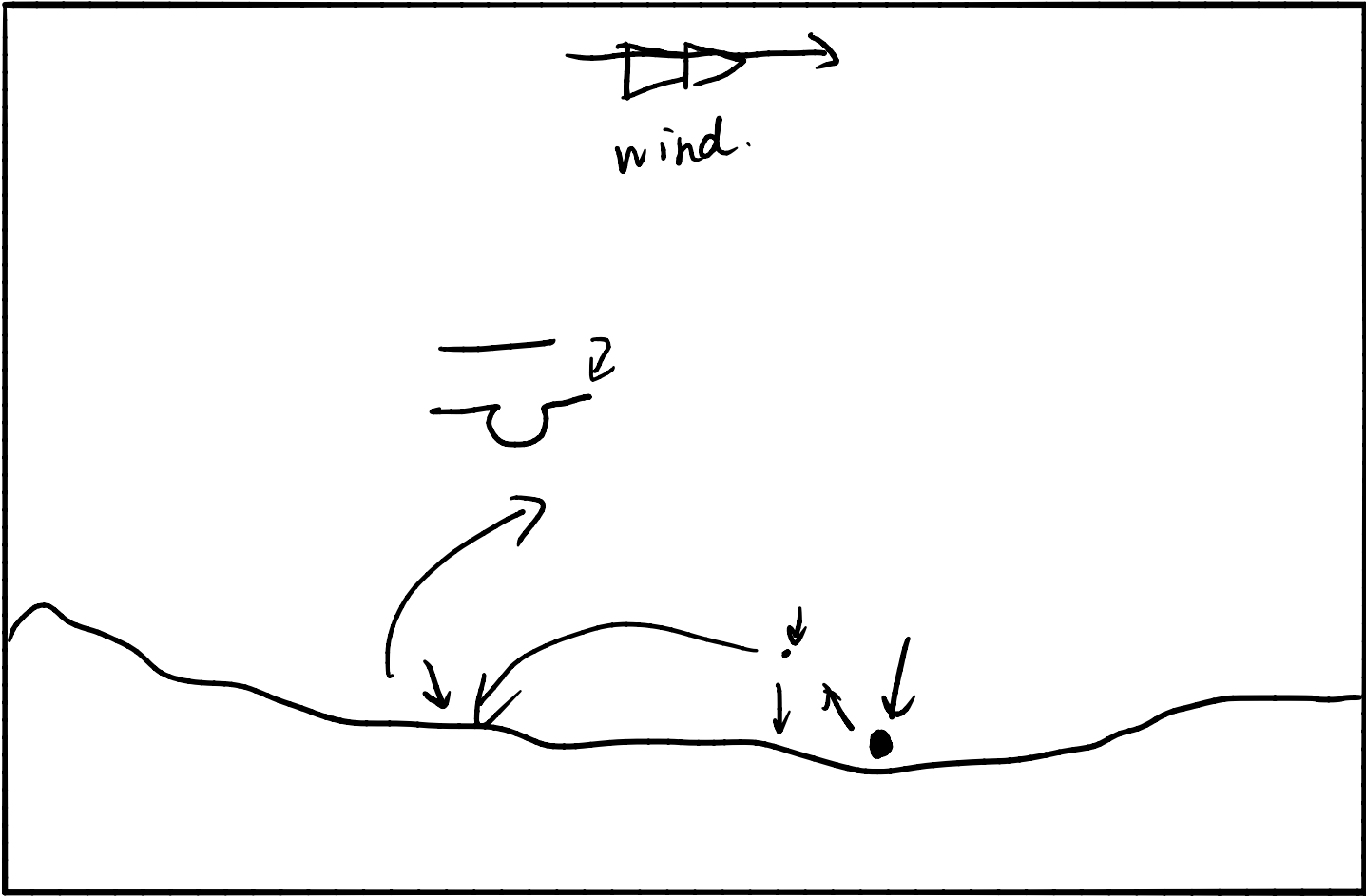
Wind. turn - turn.
(turn based)

skill

Buff

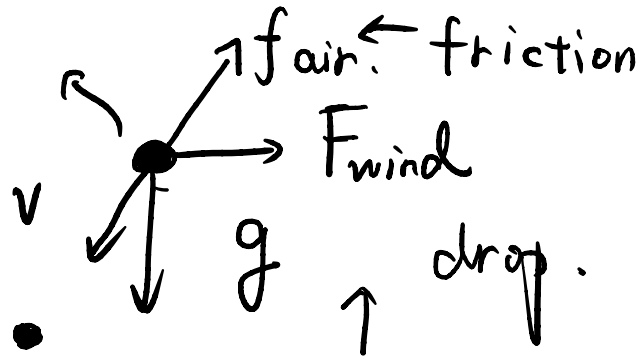
generation
↓
API.

characters meet and stop (Not cross), self damage. use simple

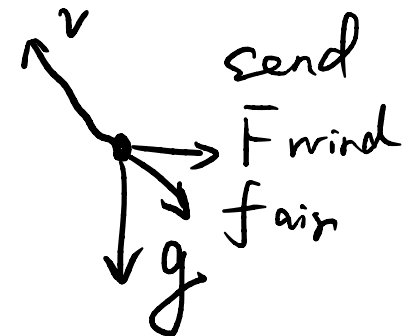


- point
- line
- circle
- F_{wind}

if met explode.
distriction
↑
position.



$$x = \frac{1}{2}at^2$$



Multi thread

1. idens.

2. suggestions.

3. What we should do

