

Proposal #1-

Rubix cube - Create a new data structure to model a rubix cube or use existing data structures to create

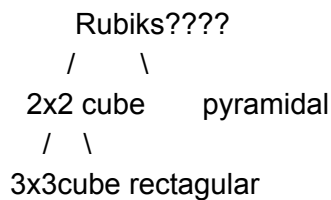
one. There could be different kinds of cubes pyramidal, cube etc. Different versions could use different

data structures i.e. cube = 6 matrices pyramid = 4 trees so on and so forth. Proceed to develop algorithm for solving

the various cubes. Utilize processing to represent each cube run animation of algorithm, and implement manual

interaction via clicking and dragging.

Inheritance Ex.



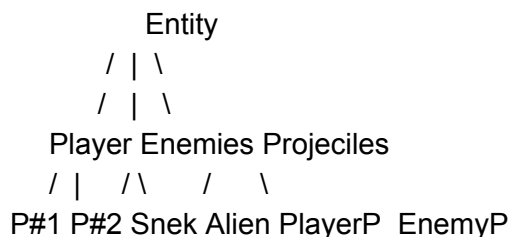
Proposal #2 -

Space Invader/ Galactica esque on rails shooter

Utilizes processing along with different hit detection stuff we've done to simulate a game of galctica.

Would have an entity abstract class to represent the different entities appearing on the screen

Ex



Would utilize data structures to store levels i.e. utilize a que to determine order of enemy spawn, ArrayList to store live entities.

Each enemy could follow a simple movement pattern determined in the draw() method of processing. Could also create an endless

level by randomly enqueueing enemies proportional to how many have been killed thus far thus adding an increasing difficulty.

Ideas - Make different weapons/projectiles

I.e. enemy death blasts - randomly spreading projects that hurt both player and enemy