**OOP PROJECT**

**IDEAS:**

**PROJECT 1**

* **Name:**

A software wallet

* **Domain/Scope:**

Helps in the storage of personal data which may be lost otherwise.

* **Functional Requirements**:

JSwing module

* **Novelty of Idea:** Wallet with enhanced Ceaser’s encryption having with a graphical user interface along with a schedule manager and a music player employing all the essential concept of project-oriented paradigm such as polymorphism encapsulation etc.

**PROJECT 2**

* **Name:**

A racing game

* **Domain/Scope:** A game that helps user develop a sense of quick reflexes and quick thinking during a race so that he does not crash
* **Functional Requirements:**

Applet

* **Novelty of Idea:** The user acts as a racer who is supposed to move forward acquiring specific powerups and avoiding all the other cars on the road to defeat the other racer. Hitting the other cars diminishes the car’s health. Powerups may include health boost, speed boost, shield etc. First one to reach the line wins the race.