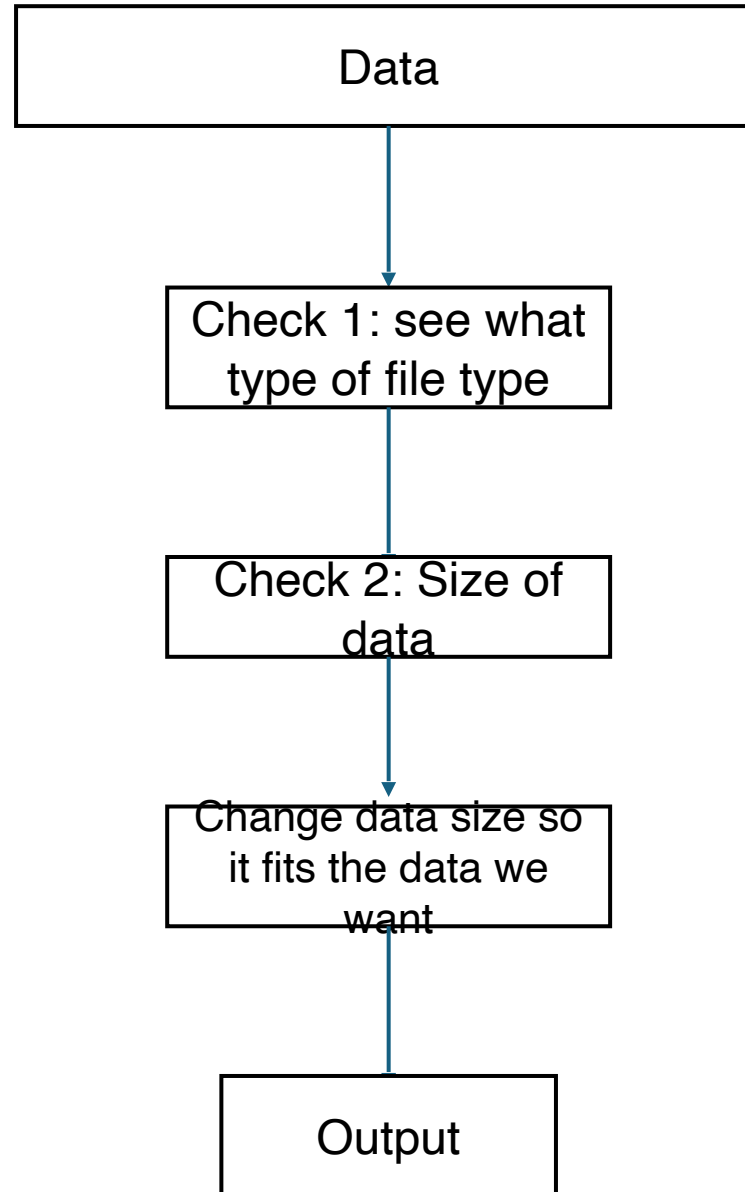# Idea number 1: Emulator Converter

- The goal of this project is to create a program that covert

- The .SRM and .ram files are **exactly the same size** (32 KB) – likely the actual raw N64 save.
- The .SaveRAM and .SaveRAM.bak are **much larger** (296 KB) – they probably contain extra stuff like:
  - Controller pak dumps
  - FlashRAM + EEPROM + extra emulator metadata?
  - Save states

```
┌─────────────────────────────────┐
│              Data               │
└─────────────────────────────────┘
                 │
                 ▼
        ┌──────────────────┐
        │  Check 1: see what│
        │  type of file type│
        └──────────────────┘
                 │
        ┌──────────────────┐
        │  Check 2: Size of │
        │       data        │
        └──────────────────┘
                 │
                 ▼
        ┌──────────────────┐
        │ Change data size so│
        │  it fits the data we│
        │        want        │
        └──────────────────┘
                 │
                 ▼
        ┌──────────────────┐
        │      Output       │
        └──────────────────┘
```
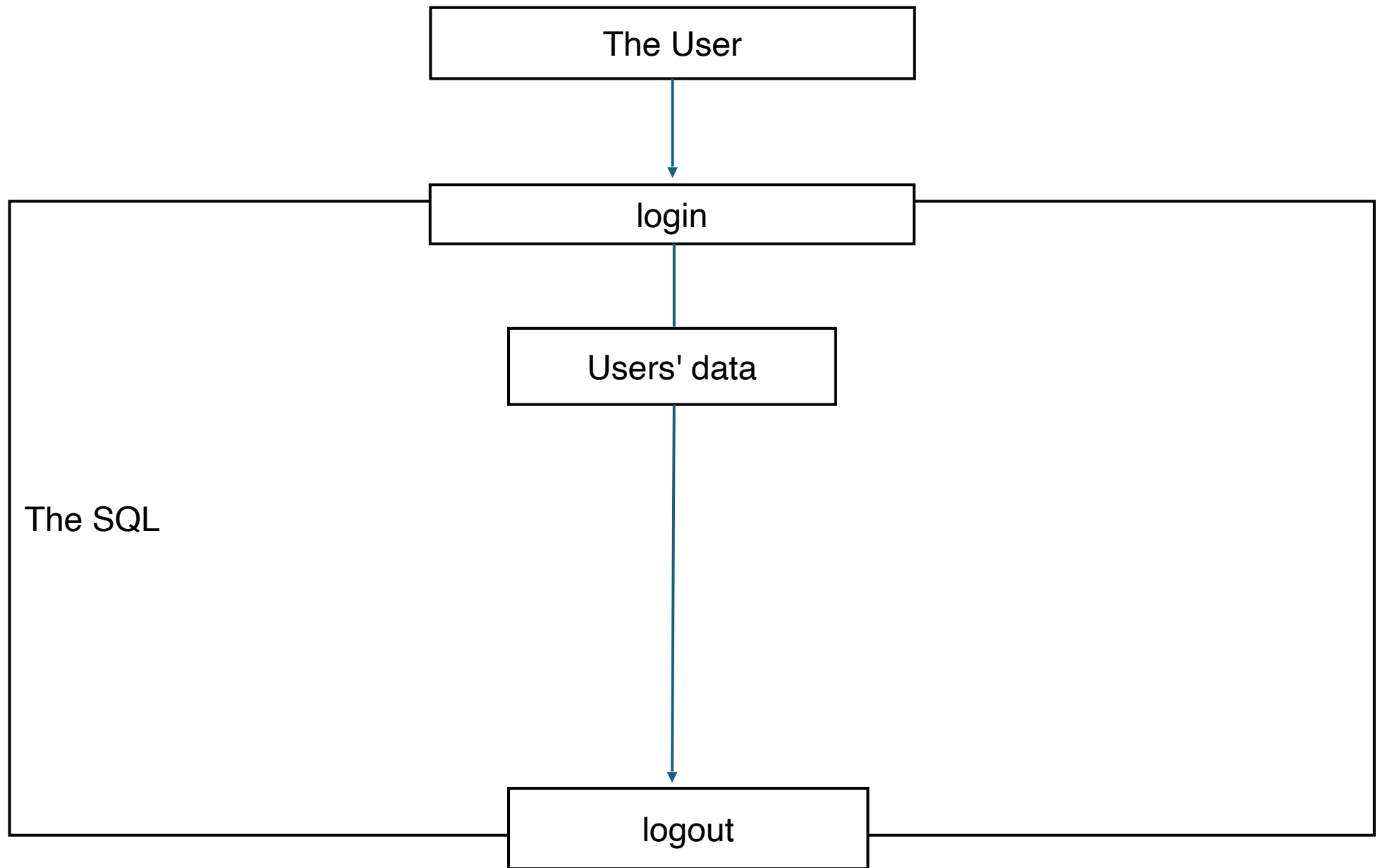
The issues we might have

- you can't grow an .SRM into a full .SaveRAM unless you have the extra padding or metadata Ares needs — but you can make a "patched" version by inserting it at the right offset if you're going back.

Idea 2: creating a web-based database

- The idea of this is to have a user put data into a form and that data is put into an SQL and the user can access it via a login

The issues with Idea 2

- It is a bit broad and generic so that we can add on to it and experiment with it.

Idea 3: Trivia or Skill Game

Idea 3: Trivia or Skill Game

- Similar to Wordle or Connections

- Under 3 minutes to play

- Global puzzle, changes automatically

- Live leaderboard

Solution

- Web app

- JS front end

- Flask or Node backend

- Postgres database