

Game Ideas

Lab 1 - 3D Ball Rolling Mazes

Expand on the 3D ball rolling game we created in Lab 1.

Create mazes where you push a ball to the end of levels.

Create a 3D platformer where you collect coins.



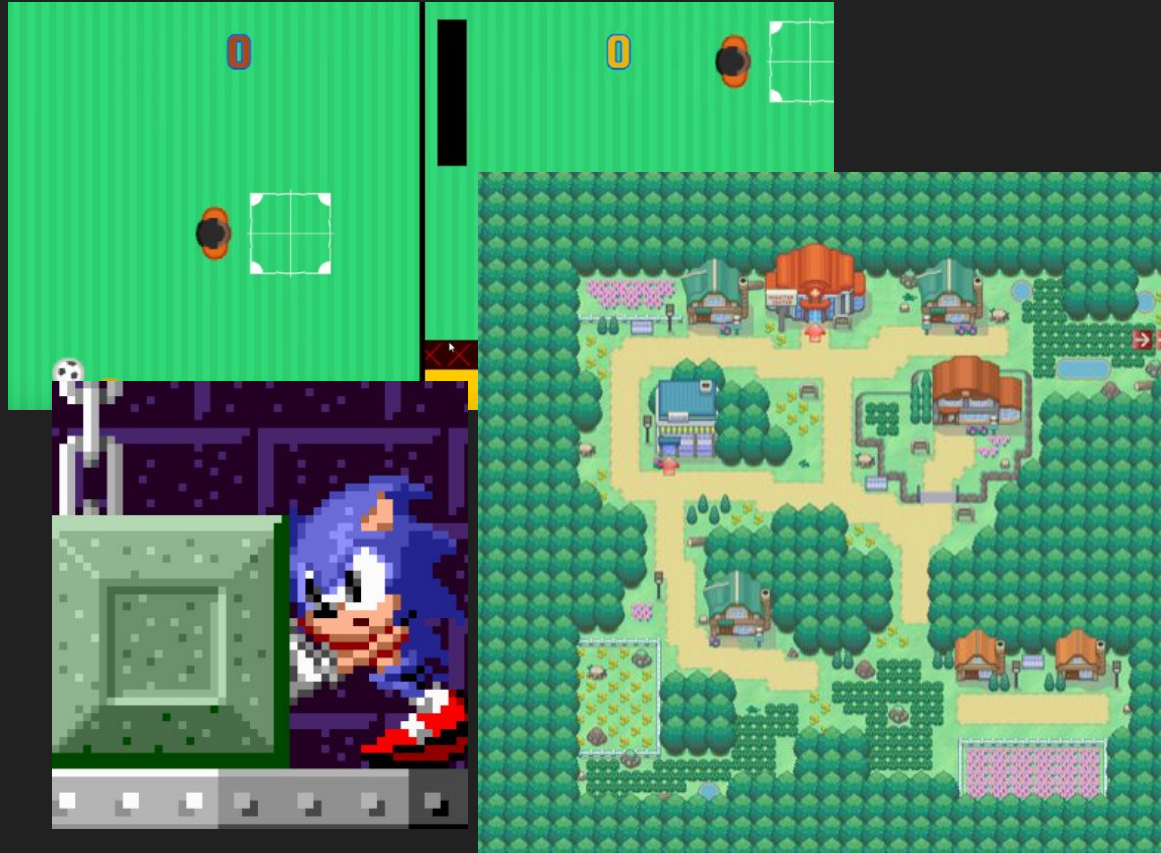
Lab 2 - Soccer Game

Enhance the soccer game by improving the visual quality of the soccer field.

Adapt it to a different sport.

Develop a Pokémon-like game where players navigate from a top-down perspective, you can go around and talk to people.

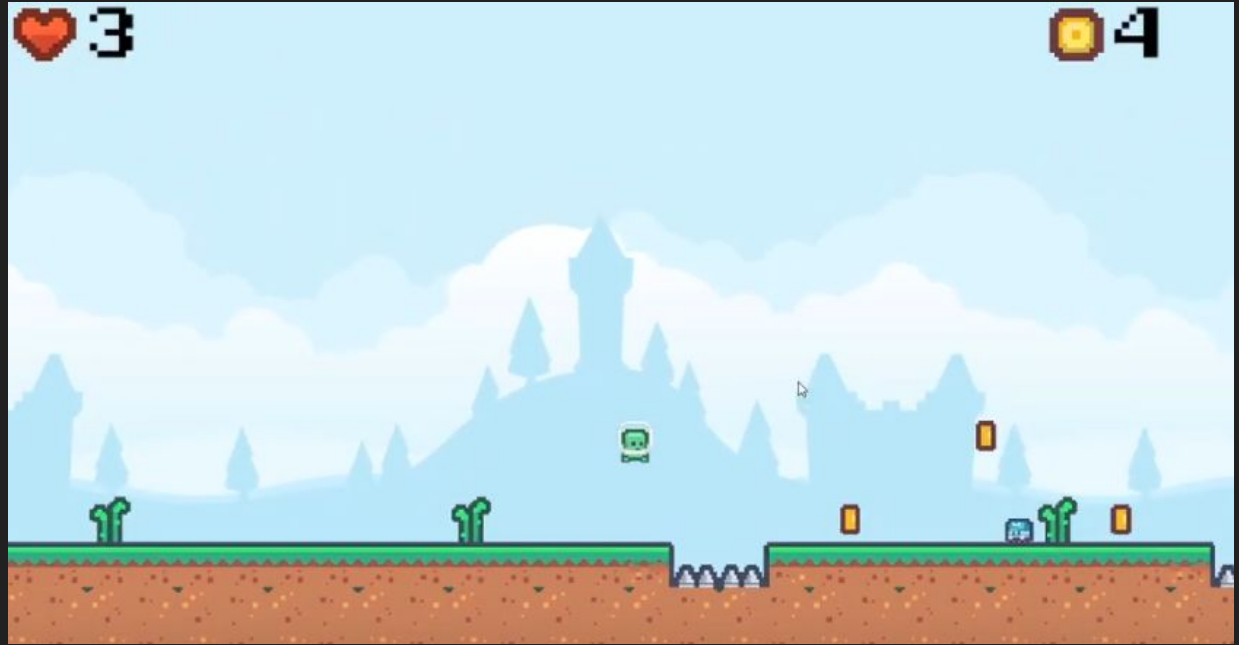
Create a game interacting with and moving physics-based objects and pushing them places.



Lab - Pixel Quest

Expand Pixel Quest by designing additional levels and giving the game a new visual theme.

Incorporate water elements, introduce fresh enemy types, implement vertical level designs, and include highly challenging stages.

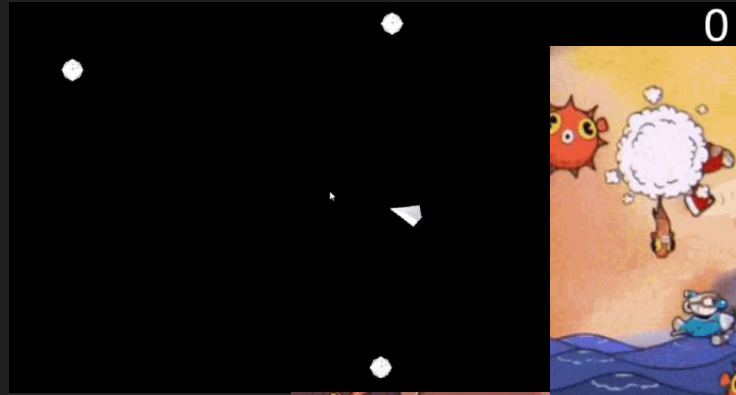


Homework 4 - Asteroid

Introduce novel attacking objects to challenge the player.

Develop a top-down shooter game that involves traversing levels to defeat stationary enemies.

Design a shoot 'em up game where objects approach the player from the right.



Homework 5 - Walking Simulator

Develop a frightening game involving immersive walks through atmospheric 3D environments.

Craft a first-person exploration game centered around navigating and discovering within an environment.



Other Ideas

Create a visual novel comprising numerous scenes with varied text and images to intricately narrate a story.

Develop a Character Designer/Dress Up game allowing players to drag and place different clothing items onto character bodies.

Design a Quiz Game where players must discern if the presented statements are true or false.

