**1. Number Guessing Game**

**Description:** A game where the user has to guess a randomly generated number within a certain range.

**Features:**

* Users can register, log in, and keep track of their high scores.
* The game provides feedback if the guessed number is too high or too low.
* High score is determined by the number of attempts needed to guess the correct number.

**Implementation Outline:**

* Similar user management system as your dice game.
* A main menu for starting the game, viewing high scores, and logging out.
* Game logic for generating a random number and taking user input to compare against it.

**2. Rock, Paper, Scissors**

**Description:** A classic game where the user plays against the computer by choosing rock, paper, or scissors.

**Features:**

* Users can register, log in, and keep track of their win/loss record.
* The game randomly selects rock, paper, or scissors for the computer.
* The result (win, loss, tie) is determined by comparing the user's and computer's choices.

**Implementation Outline:**

* User management and score tracking similar to the dice game.
* Main menu for starting the game, viewing records, and logging out.
* Game logic to handle the rules of rock, paper, scissors and update the user's record accordingly.

**3. Hangman**

**Description:** A word guessing game where the user tries to guess a word by suggesting letters within a certain number of guesses.

**Features:**

* Users can register, log in, and keep track of their scores based on the number of correct guesses.
* The game selects a random word from a predefined list.
* User's incorrect guesses are tracked, and a visual representation of the hangman is displayed.

**Implementation Outline:**

* User management system for registering and logging in.
* Main menu to start the game, view high scores, and log out.
* Game logic for word selection, handling user guesses, and updating the visual hangman representation.

**4. Quiz Game**

**Description:** A game where users answer multiple-choice questions from different categories.

**Features:**

* Users can register, log in, and keep track of their high scores.
* The game provides a set of questions from various categories.
* Scores are based on the number of correct answers.

**Implementation Outline:**

* User management and score tracking.
* Main menu for selecting categories, starting the quiz, and viewing high scores.
* Game logic for presenting questions, taking user input, and calculating scores.

**5. Word Scramble Game**

**Description:** A game where users try to unscramble a shuffled word.

**Features:**

* Users can register, log in, and keep track of their high scores.
* The game selects a random word from a predefined list and scrambles it.
* Scores are based on how quickly and accurately the user unscrambles the word.

**Implementation Outline:**

* User management for registering and logging in.
* Main menu for starting the game, viewing high scores, and logging out.
* Game logic for word selection, scrambling, and user input for guesses.

**6. Math Quiz Game**

**Description:** A game that challenges users with random math problems.

**Features:**

* Users can register, log in, and keep track of their high scores.
* The game generates random math problems of varying difficulty.
* Scores are based on the number of correct answers within a time limit.

**Implementation Outline:**

* User management and score tracking.
* Main menu for starting the quiz, viewing high scores, and logging out.
* Game logic for generating problems, taking user input, and calculating scores.

**7. Typing Speed Test**

**Description:** A game where users test and improve their typing speed by typing given sentences as quickly as possible.

**Features:**

* Users can register, log in, and keep track of their best typing speeds.
* The game presents a random sentence for the user to type.
* Scores are based on typing speed and accuracy.

**Implementation Outline:**

* User management for registration and logging in.
* Main menu to start the typing test, view high scores, and log out.
* Game logic for presenting sentences, measuring typing speed, and calculating scores.

**8. Tic-Tac-Toe**

**Description:** A classic two-player game where users take turns marking spaces in a 3×3 grid with X or O.

**Features:**

* Users can register, log in, and keep track of their win/loss record.
* The game alternates turns between two players.
* The result is determined when a player aligns three of their marks in a row, column, or diagonal.

**Implementation Outline:**

* User management and score tracking.
* Main menu for starting a new game, viewing records, and logging out.
* Game logic for managing the grid, alternating turns, and checking for a winner.

**9. Blackjack**

**Description:** A card game where the player tries to get a hand value as close to 21 as possible without exceeding it.

**Features:**

* Users can register, log in, and keep track of their high scores.
* The game involves dealing cards to the player and dealer.
* The player can hit (draw a card) or stand (end their turn) to get the best hand.

**Implementation Outline:**

* User management and score tracking.
* Main menu for starting a new game, viewing high scores, and logging out.
* Game logic for dealing cards, calculating hand values, and determining the winner.