1. Bottle (11.11.2020)
2. Mini Math game (17.11.2020)
3. Tic-tac-toe (23.11.2020)
4. Undertale Like Monster Game (08.12.2020)
5. Checkers (14.01.2021)
6. Bottle

*Brief description*

* Make bottles with a loop
* Bottle class has a concrete water capacity (not more and not less than some number)
* Water amount is not accessible out of class, so it´s private
* You can pour water in, pour out and transfer water from one bottle to another

1. Mini Math game

*Brief description*

* The game has 5 levels that increase in difficulty. In every level there is 5 math problems, if you answer right then you get 6 points, if wrong then one life is taken (you have 3). After every 30 points begins a new level. If you get 150 points then you have beaten the game.

1. Tic-tac-toe

*Brief description*

* The game of tic-tac-toe, you know how it works

1. Undertale Like Monster Game

*Brief description*

* Have 3 different monsters each with different attack, health amount and each monster has 5 cool lines that he gives before each attack (like in Undertale) that are chosen randomly
* Have a Player that can deflect different attacks and attack the monsters
* Player can choose between 3 different weapons in the beginning of the game and can´t change it during the game
* There are 5 vawes of enemies and if you survive then you have won the treasure
* Deflecting of attacks is witout randomation (you either choose the right one or not), but the attack have a bit of randomness to them (like in DnD – you have your stats but there is still roll of the dice that changes every turn a bit in your favor or otherwise)
* Encounter example „Unimpressed Unicorn races towards you!“
* Enemies are
  + Unimpressed Unicorn
  + Zimbabwean Zombie
  + Not-so-good-looking Ninja

1. Checkers

*Brief description*

* It has some bugs but generally it´s a simple game of chekers with all the needed rules in place, you know how it goes