Desktop Application Ideas

1. Shooter game:
   1. The game consist of three objects namely a shooter, obstacles and dummy objects.
   2. Basically shooter is expected to fire obstacles to earn points
   3. Dummy objects are just obstacles and will not account for points.
   4. Different levels with different difficulties will be designed.
2. Treasure Hunt:
   1. The game is to search the items in the given scene or screen.
   2. Scene will be setup such that user need to play attentively in order to find all objects required to complete level.
   3. Once user successfully finds each item they will be awarded points.
   4. Different level with varying difficulties will be presented.
3. Tank:
   1. The game consist of two tanks competing with each other.
   2. Tankers will fire against each other
   3. Tanker which was able to earn required win point will be winner
4. Bike race
   1. The game is competition between bikes.
   2. The other objects include fuel tanks, obstacles and coins.
   3. Different levels with increasing difficulty will be simulated
5. Design Pattern Quiz:
   1. User will be presented with scattered objects and ask to build a design pattern by organizing the scattered objects properly.
   2. Drag and drop feature will be provided to user
6. Infinite Runner:
   1. The game consist of a player who is required to run and collect coins or objects and hit obstacles.
   2. Player will be awarded points for collecting each object or coins and for destroying obstacles.
   3. Difficulty increase with levels.