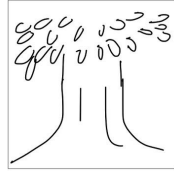




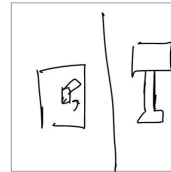
Final Project Ideas

#1 - Environmentalism in America



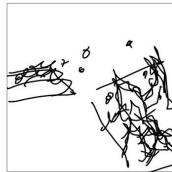
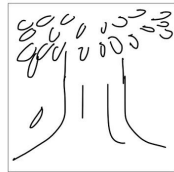
Notes

turning on synthon
makes a leaf fall



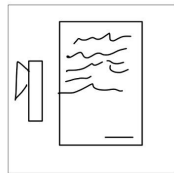
Notes

oil extraction, independent
of user does more.
light switch by user
makes a leaf fall



Notes

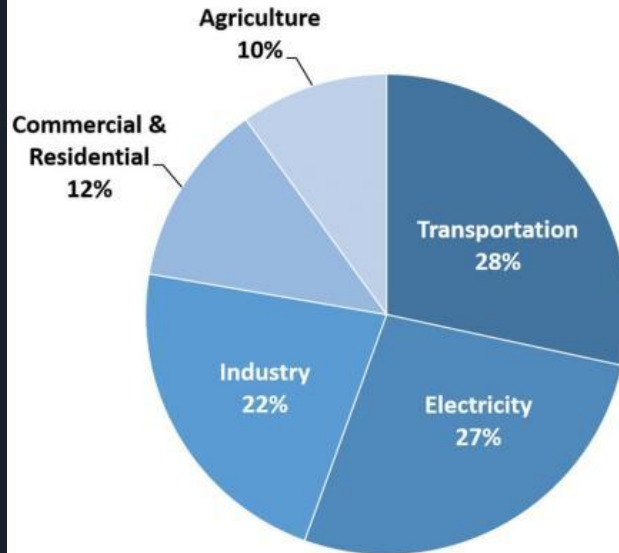
but coal does more
damage -



Notes

signifying the
power, not the
user, ends
the trees life

Total U.S. Greenhouse Gas Emissions by Economic Sector in 2018

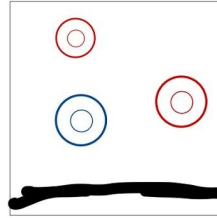
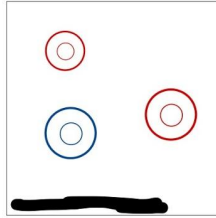
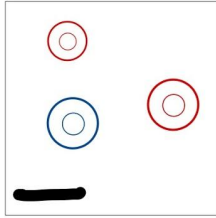


<https://www.epa.gov/ghgemissions/sources-green-house-gas-emissions>



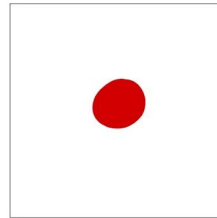
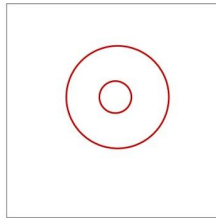
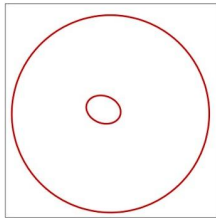
<http://climate.org/climate-games/>

#2 - Beat Synced Game



Notes

Goes through a song,
circles appear to
the music, progress
bar at bottom



Notes

circles close to
be targets on
rhythm

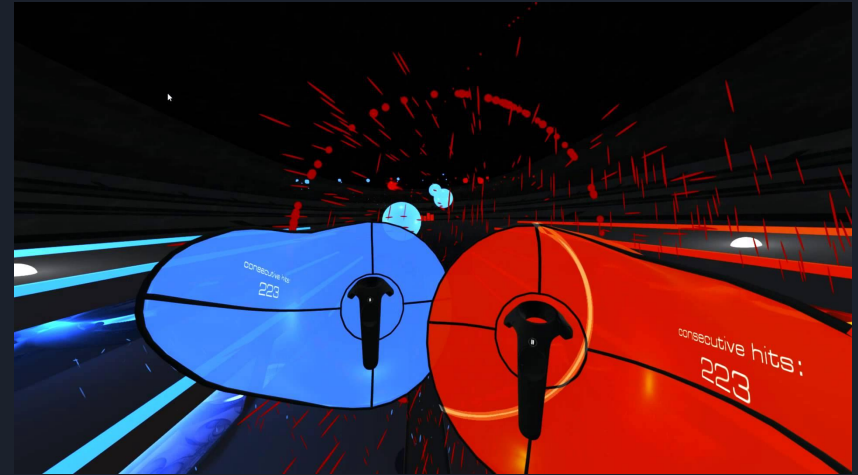
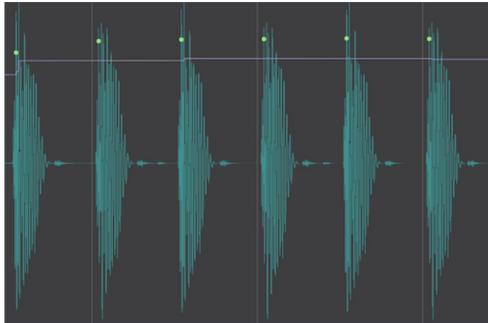
music-beat-detector

music-beat-detector is a library that analyzes a music stream and detects any beat. It can be used to control lights or any magic effect by the music wave.

npm **v0.1.1** downloads **23/month** donate **PayPal**

Bundled with this library there are three components:

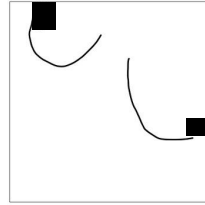
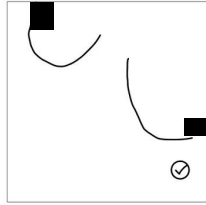
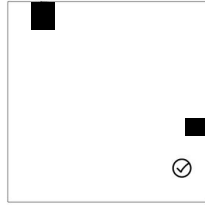
- **MusicBeatDetector** is able to analyze any PCM 16bit Little Endian audio stream. It detects music peaks and realtime bpm.
- **MusicBeatScheduler** is able to sync any detected peak with the listened audio. It's useful to control some lights or any other effect.
- **MusicGraph** generates an SVG graph that displays every detected peak. It's useful to tune the peak detection.



<https://store.steampowered.com/app/412740/AudioShield/>

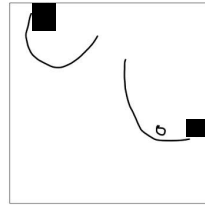
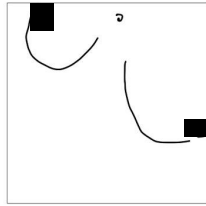
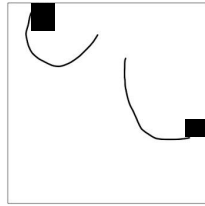
<https://github.com/chrvadala/music-beat-detector>

#3 - Path creation game



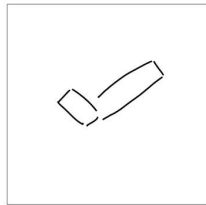
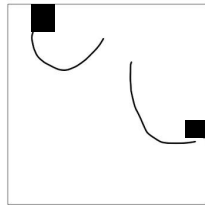
Notes

gives user in/out
notes for ball
and start button.
key draw path



Notes

pressing it tests
the physics to
get the ball to
the end



Notes



<https://knowyourmeme.com/memes/blue-ball-machine>