**Game 1:** Zuma

**Ideas:**

1. Voice Control – to shoot & aim
2. tae

Links:

<https://www.youtube.com/watch?v=OgcJygRiM_0> – quick tutorial in a diff language

<https://www.youtube.com/watch?v=7j_BNf9s0jM> – Spline, object movement

<https://www.youtube.com/watch?v=BpHb5zIUa84> – Spline

--- make spheres run around spline, destroy them with cannonballs of same colour

--- maybe also spawn them from a cave?

<https://www.youtube.com/watch?v=Xau3hFEcn0U> – Aim and Shoot voice control

--- prob say “Aim left/right/up/down”, then “shift 10 (degrees)”, “shoot”

---- OR just shoot automatically wherever it aims at?

<https://www.sellanycode.com/item/530/marble-zuma>

<https://www.sellanycode.com/item/1188/zumar-deluxe-unity-complete-project-300-levels>

<https://www.youtube.com/watch?v=beuoNuK2tbk&list=PLPV2KyIb3jR4u5jX8za5iU1cqnQPmbzG0> – maybe instead of splines above, use this tower defense style?

**Game 2:** Color Switch – On Steroids: Make rings strafe side-to-side, scale up-down (increase size small and big)

**Ideas:**

1. Voice Control – to jump (lower the “gravity speed” or something so it doesn’t fall too quick because talking is slower than typing --- so you don’t have to say JUMPUUMPJUMPJUMPJUMPP lol or STEADYSTEADYSTEADYSTEADY)
2. Cognitive assist – Slow down rotation of rings
3. Cognitive assist – make rings change length: Stretch & Contract

Zuma

Links:

<https://www.youtube.com/watch?v=gE7gc1sblUA>

<https://www.youtube.com/watch?v=UshnPEs-ue4>

<https://codecanyon.net/item/zumar-deluxe-unity-complete-project-300-levels/32882562> - bought it from here

<https://meloscripts.com/item/zumar-deluxe-unity-complete-project-300-levels->

**Game 3:** Tower Defense Game – Like Zuma, marbles move around a base and can only be destroyed by laser that is the same colour

**Ideas:**

1. Voice Control – to jump
2. Cognitive assist – Slow down rotation of rings
3. Cognitive assist – make rings change length: Stretch & Contract

Zuma

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