

1.

For the final project theme I am planning on doing "A Day in the Life" of Steve the dog, my chocolate Labrador Retriever.

Steve has a ferocious appetite and will eat just about anything. Steve has a step brother, Copper the dog (a boxer), and Copper likes to hide his raw hide bone around the house for later.

Steve however has a tendency of finding Copper's bone and eating it as quickly as possible.

The player in this game will be Steve the dog, and the goal will be to find Copper's hidden bone.

2.

The theme for my final project is as follows:

You are an employee of Ethically Questionable Labs, Inc. The evil mad scientists at the lab have just perfected their Behemoth Potion™, which turns any creature that drinks it into a giant mutant ravening beast.

During the company party to celebrate this mad scientific milestone, a drunken intern fed some of the Behemoth Potion™ to the lab hamsters. You awaken from your drunken stupor after the party to a massive hangover and the recollection that things went very bad, very quickly.

Can you find a way to evade the giant, mutant hamsters and escape from the lab? Or are you destined to become nothing more than hamster pellets?

3.

Here's my theme for the final project. Hope I'm sending it to the right place.

Our hero wakes up poisoned by baby spiders and must navigate a maze of mature rock, paper scissors-loving spiders and riddle traps to find the antidote before he/she die.

4.

The player has slipped in the bathroom and lost consciousness. He "awakens" as a spirit, and has to find a way to revive his body while learning about what he can and cannot do in spirit form. The world is just a simple house, but with fun ghostly ways of interacting with things. The timer will either be the player's body slowly inching closer to death, or to be less morbid, a countdown before a ghostbuster busts in with a proton pack to trap the player.

5.

Since its discovery, Charybdis has demonstrated little or no change in its bizarre behavior. EM emissions remain nearly constant and all probes that enter its gravitation pull inexplicably vanish, immediately ceasing all communication with Thetis Station. Every month, like clockwork, the crew of the Thetis is rotated via a rapid transit shuttle to and from Mars One. **You** are a Thetis engineer performing routine calibration of the station's sensor array during shift change and something has gone horribly wrong. Charybdis has suddenly begin expanding at an alarming rate, slowly engulfing Thetis Station, and reality, the laws of physics, and possibly your sanity have taken a turn for the extremely strange. Can you escape before Thetis is completely engulfed by the anomaly that seemingly wipes everything it touches from existence?

Anomaly is a text-based adventure / horror game in which you must find a way to escape from a doomed

research station being engulfed by a strange space-time anomaly that may be more than what it seems. As the game progresses, the state of the world will change based on events in the story and the amount of time (i.e. steps) it takes the player to escape. These changes will affect the player's perception of the environment (think Eternal Darkness or Dead Space) and eventually lead to an undesirable end state if escape is not achieved before the station is engulfed.

6.

Now, the world's oxygen is being siphoned from the atmosphere by a global corporation known as the Monarch Towers. Any city where Monarch Towers installed their giant oxygen absorbing buildings, left the remaining areas almost uninhabitable. All humans that have stayed in the area are suffering from oxygen-deprivation disease, and are forced to leave or they will soon perish.

Beck is our hero on the threshold of a journey. In the surrounding city landscape, Beck must round up a team of desperate and outlandish characters to find access codes, steal a beat-up helicopter, defeat a sacrificial circle of hooded billionaires, and find the Monarch Towers mainframe computer, where they can reverse the flow of oxygen and save the town from impending doom.

7.

You have awoke in the middle of the night. Hungry, you must find your way to the kitchen without waking up your parents. Easy, right? It would be if you weren't 5 years old and Halloween brought a horde of creatures that haunt your nightmares to infest every shadowed corner. Luckily, you've saved your Halloween mask so you may be able to trick monsters into ignoring you, or maybe even joining you to help defeat the worst monsters of all. Time to go sneak that midnight snack.

8.

Zombie parent school invasion: You're a young child locked in your primary school building. Exploring hallways, classrooms and bathrooms, you occasionally glimpse figures moving slowly outside. You hear shuffling of feet and low groans. Is it a zombie invasion? Exploring the classrooms, you eventually find everything you need to brew a pot of coffee so that when the zombie parents arrive, they'll have something to sip on. If you don't brew the coffee in time, they may eat your brains ... or your Teddy Grahams. Those zombie parents are tired and will do whatever it takes to get a pick-me-up.

9.

A spy wakes in a dark room, tied to a chair. He needs to find a way to escape, collect information on his captors, and make it to his extraction point before he misses his window and HQ assumes he is dead.

10.

You, the player, wake up in the dirty bed of some old, rural cabin, with no memory. It looks like you've been receiving medical attention – you're hooked to machinery but it doesn't appear to be doing too much. The IV bag looks long dry. And there is a digital clock by the bed, running backwards.

As you peel yourself free and look around, you find you're in a remote, mountainous valley. There is little clue of who you are and why you're here, but others seem to have been here and some left scratched

messages of warning on the wall by the fireplace. You can scratch your own, if only you knew what to say.

When you make your way outside, you're immediately attacked by a mad dog, and others circle the cabin. A strange figure watches from the drive and won't answer your calls. He looks utterly indifferent to your plight. If you are overwhelmed by the dogs, you wake up back in the bed. And you may also notice the clock has lost a lot of time.

With exploration there are more clues – there's a still for rainwater, busted solar panels, a vegetable garden that's gone to the weeds. Someone's left an old cell phone with a cracked face in a desk drawer -- but it is erratic and gets almost no reception. Still, you'd have try it everywhere to be sure.

If you manage to sneak out back, past the figure and his deranged dogs, you find the only road out of the valley breaks away, falling into a deep ravine from which there's a gorgeous, but lonely view. Was there once a bridge?

Why is this figure, notes call him the Sentinel, watching you, and what's happened to everyone else? What are the cryptic messages warning you of danger, of very limited time and your finite purpose, and when you find a bunker in the tangled woods, where does it lead? Are the locals inside? Can you even get in?

Could it be that you've been put here and given a limited means of escape just as part of someone's strange game?

If you do manage to get inside that bunker, and move down and deeper into the dark, you'll find the lights are bad and strange things called Destructors roam down there, should you get lost or remain unattended. They clean up the mess.

But at the end of your road there is a terminal, and on it's flashing console it greets you and calls itself the Machine. It claims to be your maker. It informs you that you may be resourceful, but you're still just part of a looping survival simulation. Everything you do is quantifiable.

If this crazy box is right and you are just a part of some program, can you convince it to save you, or spare you for another go?

11.

Sewer monster falls in love with a handsome young man she spies through a sidewalk grate and goes on a quest to win his heart. You play the sewer monster as she traverses the sewer system/ underground tunnels to gather the love tokens she needs to woo him. Features dead rats, Mole People, and a love story that's bound to become a modern classic.

12.

My theme will be surviving and escaping a damaged space station. The player will be the last surviving astronaut on a space station woken from their slumber by an explosion - they will have to use tools around them to overcome obstacles and get to the escape module to make it safely back to earth.

The spaces will include oxygenated space station compartments, depressurized space station compartments, space, and a compartment that is on fire. The timer will be oxygen supply that is used up whenever traversing through a depressurized compartment or the exterior of the space station. For bonus points, I would like to have a player be able to find keepsakes from the crew-members that didn't make it to take back to their families.

13.

This student admits it's complex and may need to be trimmed. ☺

Soran, an old gene from a time unknown to man, has teleported through dimensions with the use of a foreign technology in order to attempt to control ALL OF SPACE AND TIME...

YOU, are Moruth Kefi. Pudgy, balding, yet full of a fiery energy, Moruth Kefi is a member of the notorious

Waryr Cartel, known as EOSS. Moruth and EOSS exist within a dimension known as Ahssi.

There is a war brewing in Ahssi, EOSS mercenaries have been contracted by the Ahssi Trade Federation to find and terminate any member of the rogue terrorist group known as ELVEN.

ELVEN, like the fabled Soran, have discovered a way to travel through dimensions. Their technology is known as Valarium.

Valarium is a parasympathetic neural psychostimulant. Coupled with nanite technology it induces a sleep-like state amongst the user who consumes it. However, this realm of consciousness is not to be confused with sleep, when one consumes Valarium, they are given access to a portal which will transfer them to a different dimension. As one consumes more Valarium, it is said it can bring one to higher dimensions.

This is why the Ahssi Trade Federation has deemed ELVEN as a threat. ELVEN has the ability to enter higher dimensions and change the course of actions that occur in Ahssi.

The Ahssi Trade Federation has issued a galactic mandate, if anyone is to be caught in possession of Valarium, they are to be sentenced to DEATH.

Meanwhile, the gene Soran has been practicing an age old technique called CONSUMPTION. Soran uses Consumption differently than how his fathers had trained him to use it. Consumption was meant to be used against those who would bring disorder across dimensions. Soran uses Consumption to consume the memories of those traversing dimensions in order to restore peace and order within their dimension. Soran's fathers are known through ancient religious texts as THE KEEPERS.

At this time in Ahssi, on a rural remote planet, Breahn, an academy is gaining influence throughout the dimension. This academy refers to themselves as the ELITE DARK FORCES. The founders of this academy; Adlough, Bebri, and Krusty established a charter for their members and new recruits:
"KILL THE KEEPERS.
"TAKE NO PRISONERS."

14.

My idea for the game is that the player takes control of a time traveler who is experiencing technical problems with his equipment. Pieces of his time machine Delorean have been scattered throughout time and he must collect those pieces in order to travel back to the present. Each compartment in the game represents a different time period, and although the time traveling Delorean is broken and missing parts it has limited time traveling capability to start, and gains more control about which time period it can be directed to travel to as the user collects more parts. The virtual function of each time period will be interacting with the local population. The time traveler has to be careful with his choices as the parts from his time machine have been made into religious relics and prized possessions throughout history and their owners don't want to give these pieces back to him for free. If he hasn't finished rebuilding his Delorean in 200 steps, he will be stuck in the past forever and the game will end.

15.

You are a crew member on a miniaturized submarine, the size of a microbe, which has been injected into a comatose patient. This patient holds a secret of a significant scientific discovery and it is vital to national security that he survives. Your main objective is to destroy a blood clot in the patient's brain using a precise laser gun and get out before you begin to return to normal size. For once you begin to enlarge, the body's immune system will attack you and this will no doubt prove fatal to both you and patient.

But something goes wrong. Instead of taking the carotid artery to the brain, the ship gets caught in a current

and passes through a fistula to the jugular vein. You are heading straight for the heart, which will certainly destroy the ship and crew from the turbulence.

You and crew must be quick and skillful in your decision making as opportunities for death and destruction lie around every corner. You may also find the human body to possess certain elements which could be useful on your voyage.

16.

The user plays as a modern day archeologist that specializes in finding un-found temples and tombs. The professor/archeologist starts out waking up after having fallen into a tomb off of the coast of the Mediterranean sea. When the person wakes up they realize that they are unable to escape the temple and worse yet, they have no way of contacting the outside world. Quickly the archeologist realizes that they are not alone, when they see the spirit that haunts the tomb. The spirit quickly warns the professor that they should not be in the tomb.

17.

Humans find a wormhole and become convinced that it is a path through the galaxy to another part of the solar system. They send you, an astronaut, to explore, but when you go through the wormhole you find that you have travelled into the center of your own mind. When you arrives you are in your bedroom, lying on your bed with your cat Sig sleeping at the bottom of the bed. When you sit upright Sig wakes up and looks at you, "meow" he says lazily before looking strangely surprised. Sig stands up, coughs up a hairball and tries again, "ahem, sorry about that I had something in my throat. Welcome to the center of your mind. I am your host... well not actually, you are your own host, but I am the personification you created to host yourself. For some reason your unconscious mind chose for me to take on the form of your cat, probably because it is the thing you talk to the most, but who can really make sense of these things... This is probably confusing and slightly frightening to you so I will be forthright. You are stuck in your own mind. Everything you see around you is just a projection your mind created to satisfy your evolutionary need for spatial position and relation. In reality you are sitting in your spaceship, seemingly comatose, while you drool onto the front of your shirt and twitch pathetically. As your host I can show you around your mind but it is up to you to make yourself comfortable here. I suspect you may be here for a long while so we better get started on your journey. You will need to collect items from the different parts of your mind. There is the abstract reasoning room, the memory room, the construction room, the sensory room, and finally the subconscious room. Each room will provide you with a necessary item to keep you comfortable while you are here, but only if you find the best way to handle each room's particular challenge. Your mind also contains many inner demons so you best stay on your guard. Now with all that out of the way, let us be off!"

18.

My idea will be that the player wakes up in an empty home during the zombie apocalypse. The player must move from room to room gathering necessary items before heading out into the world. If they take too long, the house is overrun and they die. There will be some goals the player must also accomplish to prevent zombies from becoming aware of their location.

19.

I will be doing a Harry Potter themed game. The goal of the game is to find and destroy the horcruxes to defeat Lord Voldemort. Each space will be a location from the books and the special function for each space subclass will be related to events from the books that took place in those locations.

20.

My theme for the final assignment is Star Wars. The user is trained in the ways of the force and joins with the Rebel Alliance to locate and destroy the Death Star.

21.

You, Bruce Drummond, are a secret agent who must infiltrate the safe house of an enemy spy and obtain 5 top-secret documents. These documents are located in 5 separate lock boxes throughout the house, which has 9 rooms across 3 floors.

To make matters more treacherous, the window of opportunity for this infiltration is narrow, and movement and actions in each room take time. You must choose between moving from room to room sequentially, or taking the extra time to search the rooms for secret passages and shortcuts. Once you locate the lock boxes, breaking into them also takes time, so you must plan accordingly.

On your person you have a radio, flashlight, 10 lock-picks, and a backpack to hold the collected documents. Depending on the difficulty you choose at the beginning of the game (Rookie, Agent, Legend), you may find the lock boxes more difficult to unlock, causing lock-picks to break and eating up precious time.

To help you in your efforts, your trusty partner Warren is just a radio call away. He can help you keep track of the rooms you've cleared, passages you've found, and documents you've obtained.

22.

As someone who was first introduced to adventure games through Space Quest, I've decided to make my program a spaceship theme. The player will have to guide their character through corridors and puzzles to escape a grizzly fate! The ship is crashing into a planet after a battle! Get to the escape pods!

23.

The player explores a lost temple deep in the jungle. He/she must find a set of hidden scrolls that reveal ancient secrets!

24.

I don't know how many Doctor Who fans we have in the class, but I am basing my game off of that show. My "compartments" are past, present, future, another planet, an alternate universe, and the TARDIS. Each "compartment" will have its own theme based on different episodes of the show, while still adding to the grander plot of the game. Each "compartment" will also have its own villain or challenge the player has to help the Doctor overcome as one of his companions. During or after the challenge, the user receives some object that will help get them closer to the overall goal of the game: to save and protect the world.

25.

My theme for the final project is Alice in Wonderland

You fell down a rabbit hole and found yourself in a hall with doors. From there on you have to get to the garden and visit rabbit's house, magic mushroom, take part in the mad tea party.

You interact with characters and there is always the rabbit running around looking for his gloves.

To win the game you have to find the white gloves and give them to the rabbit.

26.

“The Gang Gets Trapped”

It's the fall of 2008, and You (Dennis) and your gang of degenerate friends (Charlie, Dee, Frank and Mac) just walked out of a movie theater after watching Indiana Jones and the Kingdom of the Crystal Skull. The movie sucked, but regardless the spirit of Indy seems to now burn deep inside of all of you, leaving you with the desire to confiscate ancient artifacts that belong in a museum. It's about mid-day now, so you stop at the local hamburger store to grab lunch. Mac picks up the newspaper and notices a headline that reads “Local family to donate ancient 1700's vase (pronounced vāz) at Philadelphia's annual charity”. Within seconds of learning about this, you stand on top of your chair and announce to the entire restaurant: “I have the grace of a falcon! I will be in and out like a demon's whisper! It belongs in a museum D*MN IT!” Within minutes you're in a windowless van on your way to the family's house in order to PROTECT THAT ARTIFACT, but not before stopping at a local leather shop so Frank can buy an Indiana Jones-style bullwhip, 5 brown-leather fedoras for each of you, and also a local hobby store to pick up 5 mid-range walkie-talkies. You pull up to the house and the coast is clear. You, Dee and Frank sneak in the patio door and make your way upstairs to search for that vase. Without warning (because of your terrible lookouts, Mac and Charlie) the family walks in the front door and you overhear one of them say “Pack your bags, we're heading to Disneyland, YALL!” With a terrified look on your face, you turn to Dee and Frank and whisper loudly. “Did you hear that??? These people are from the South! They are always armed to the teeth, and they probably have a torture basement just waiting for the day an intruder walks into their home!” There's no time to think, so you and Dee jump into the master bedroom closet and Frank (a man in his early seventies) hides under the bed because he's only 4' 3”.

27.

As a 15-year old boy who was kidnapped as baby, you have been held captive as a servant to the wizard, Clinto. His medieval castle on top of the large mountaintop with only one drawbridge to long path down to small town of Dover. This morning, Clinto is going down to Dover for one of the few times you have ever seen him leave the castle. He will be back at the end of the day. Don't let this chance past your by. Find a way to escape before Clinto gets back.

28.

The theme for my Final Project is Robinson Crusoe.

The game will be titled "Robinson Crusoe - Escape from Despair Island"

Player will find themselves shipwrecked on the island and have to explore, gather, and build in order to escape the island.

