Final Project proposal:

Idea 1:

        I am going to build a horror game based on Unreal, using Unreal's visual script "blueprint" as the programing language. The game will contain a medium size world and some interactions between the characters inside.

Technique: Unreal, 3D modeling, Blueprint, AI, Particle.

Planned final feature:
1. First person movable horror game.
2. VR support.
3. 30min story.
4. Graphics.
5. Interaction with AI.

Timeline:
1. Week 1: World map prototype, AI start,
2. Week 2: AI and story finished, Blueprint with interactive objects.
3. Week 3: World map finished, game object finished, interactive further development
4. Week 4: All feature done.

Idea 2:

        I am going to develop a multiplayer gambling game Web app.
Technique: JS mostly

Timeline: Week1: Build the web (HTML), write the basic logic of gambling
        Week2: Start the server and white calls between server and us
          Week3: Continue building the server, finished the game logic
        Week4: UI and wrap up.