Ideas

# Blockade or other Game AI’s

Q-learning, Neural Net, Evolutionary Alg

# Voxel Renderer

+ great way to learn OpenGL and improve C++

# 3D Object Scanner

Using video and converting it to cloud points and adding textures from the video. To be used with regular video.

# Logging script in python

Creating a library for debugging – would open a window and any variables that need to be logged can be stored. And can be searched. Arrays can be viewed in a table over time.

# Custom library for graphics or sound etc.

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# EMS carbon calculator

Calculating the carbon output of EMS under certain parameters.

# Bridge builder – based on polybridge