**Cargo Bot:**

**Requirements:**

* Make a game similar to Cargo bot game.
* Make the challenges ourselves and make them increasingly more difficult:

Add obstacles to increase difficulty.

Time limit

Move limits.

* Modify cargo bot so that instead of using boxes, make it similar to Scratch.
* Support return functions and recursion
* Support as many functions as possible
* Work on iPad and android tablets.
* Web based implementation to allow users to make their own levels. Users solve puzzles themselves to see if the level is viable.
* Create a social media platform around cargo bot (Optional)
* Users can share the levels that they have made.

**Questions:**

* Which social media platform do we use? – what does he even mean with the social media stuff?

**Technologies:**

* Unity
* firebase – useful for games
* Have a system where a QR code contains all of the necessary code to build the levels.
* WebGL

**Centiport**

**Requirements:**

* remake of the classic 1980 Atari Centipede game
* It should be as similar to the original as possible, but an exact replica is not the main drive of the project.
* That is, it must run on at least 2 of the following platforms:
  + Windows
  + Mac (Preferred)
  + Linux
  + Ios
  + Android
* Finally, the game must be developed in C++ using OS APIs directly.

**Food AI**

**Requirements:**

* Make a mobile phone app.
* Use generative AI to make you a recipe and how to make the item.
* A mobile app to take the photos.
* Image detection to identify objects.
* Generative AI to create a recipe.
* A way for a user to save a recipe.
* Maybe a way for the AI to learn what you like and recommend if there are multiple choices:
  + Ask the user what type of food that they like so that the AI can make a decision based on this.
  + Allow users to swipe on different food options to decide (food tinder)
  + Have filters so that users can be more specific with what type of recipe they want.
* Allow scaling of recipes to adjust for number of people.

**Technologies:**

* Dart
* Flutter

**Next steps:**

* Figure out what the roles are - Platform Specialists, Abstraction Layer Specialists, Platform-agnostic gameplay programmers.
* Play the game and get more familiar with the rules. – Centiport and Cargo Bot
* Research on how to develop both of these games. – Centiport and Cargo Bot
* Find database for images for food – food AI. wd