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Concepts 50 Ideas

* An interactive virtual pond which responds to user actions (Mouse Right Clicked will cause a specific event to occur, Mouse Left Clicked will cause another event to occur, etc)
* A Side Scroller/Platformer which will also utilize traditional RPG elements such as a level, battle, and menu system.
* An audio experience which uses user input to change the soundscape by pressing different keys.
* A visual/audio experience in which the background showcases different shapes and color depending on the movement of the user’s mouse.
* An RPG game in which the player’s avatar and environment changes with the amount of death events occur to the player, experimenting with the idea of the avatar’s own mental health. (Background gets distorted, player’s avatar becomes more disturbed.