Idea 1: Drag racing game –

* This would be a 2D game about building a drag car to achieve the fastest time possible in a ¼ mile race. The core mechanic would be engine tuning. The player would have fairly in-depth choices as to how to tune their engine to somewhat simulate real life. A leaderboard would be programmed in so the player has goals to achieve. The player can lose if they don’t tune their engine properly. I.e. wrong combination of parts, not enough cooling, too much/too little fuel, too much boost.
* The scope is reasonable for a semester. The main focus would be to create a GUI for the engine tuning and doing calculation for horsepower and torque, and choosing what parts will work and what parts cause the engine to blow. Then a short race sequence would be shown based on the calculations.
* Similar to Pixel Car Racer but with a focus on engine mechanics rather than car customization.

Idea 2: Harambe Simulator

* A 2D platformer where the player takes control of Harambe. The focus of the game is traverse various levels (probably zoo transitioning to a city) whilst defeating enemies (zoo-keepers, press) to save children. One highlight feature would be that you could somehow use memes as power-ups/upgrades. The player loses if they are caught by a zookeeper or are featured in a negative press article. The player wins if they rescue all the children from some final boss.
* The scope should be reasonable for a semester. A large number of levels probably wouldn’t be able to be implemented though. The game would be limited to a few acts plus a boss fight.