

List of ideas

1. revamping the last project I made.

The last project i made one where you would click on fireworks to send them into the air. The changes i was thinking of adding were a settings menu that would let you change the colour and amount of pellets the fireworks shot out among other things.

Pros.

I would be able to have a strong baseline to start with as i already have a baseline for the code

Could offer Good experience of working on already made code(even though i was the one who made it)

Cons

I still need to add all the things on the required list even though i already have a lot of them which means i need to find more places for those things to go.

2. platformer

In this potential game you would play as a cube that would jump from platform to platform trying to collect 5 coins. I would use velocity, acceleration and position to make the movement kind of unpredictable. The game would have an end state when you collect all the coins

Pros.

Actually a game

It Lets me practice collisions.

Cons

Could be quite confusing coding in platforms

3. Basketball

A game where you will hold down the mouse to charge up a ball and then when you release it will launch in a direction. Your goal is to get it into a net. Velocity and stuff would be used for the ball's physics. the end state would trigger when the ball goes in the net/hoop.

Pros.

Not that much to make/pretty simple in theory

Cons

Velocity might be a bit hard to make work

4. Gambling!!!!

I could make one of those games where you drop a ball down through a bunch of pegs and it bounces from each one until it lands in either a win or lose hole.

The bouncing ball would use position, velocity and acceleration and the end state would happen when it goes into one of the two types of holes.

pros .

Simpleish concept

Wouldn't require any player action

Cons.

Making the balls bounce might be difficult to code

First addition

The first thing I will add will be the ability to reset the fireworks once they have all been used. I plan to prompt the player if they want to restart once all fireworks have been used. They will be able to click space and then the 'game' will restart with all five fireworks. I will do this by putting the the firework list initializer in the draw step and then making it only activate when a variable is true and then have key set that variable to true

Second addition

The second thing I will add is the pop up menu that will appear for a player when they hit a built in button. In this menu you will be able to select a bunch of buttons that will have certain effects on the fireworks. The menu won't do any of that yet it will just be a bunch of buttons with collision that you will click.

Third addition

The third addition I will make will be to add functionality to the menu. Now when you click buttons in the menu it will change the way the fireworks work. My current ideas for changes you can make to the fireworks will be the following.

Decrease or increase the number of sparks

Decrease or increase the effectiveness of gravity.

Decrease or increase the acceleration of the sparks.

Change the sparks colour