

Top 3 App Ideas

1. A hangman game:

The computer will contain three lists of random words that are either easy, medium, or hard. When the user begins the game, they select which level word they want, and then a word is randomly chosen from the list of words. Then, the user guesses what letters are in the word. If the user guesses a letter correctly, the letter appears in the blank space(s) of where it goes in the word. If the user guesses the word incorrectly, the hangman starts to be drawn and the number of incorrect guesses the user has left decreases. Eventually, if the user does not guess the word in the amount of tries they have, the hang man is hung and dies. But if they do guess the word in time, the hang man lives.

2. A matching card game that tests your memory

There are a bunch of cards on the screen that are all covered. When the user clicks on a card, the symbol or drawing on the card is revealed for a few seconds and then flips back over. Then, the user clicks on a different card to try to find the match of the previous card(s) they saw. The user only has a certain number of tries to find the location of all the matching cards. If the user finds all the matches in the amount of tries they have, they win the game. If the user runs out of tries, they lose the game.

3. A drawing game where you can choose an image and then trace and color it to win a prize

There is a blank screen where you can draw whatever you choose with different colors and sizes of brush stroke. Or, you can choose a template from a bunch of different options and then trace the template. Once you complete your drawing, you get a star! You can then save the drawing in the app and make another drawing!

Another possible option that I thought of but might be too challenging:

4. Ball on a path game:

There is a ball on the screen and the perspective is that the user is standing behind the ball. The ball is on a narrow path that twists and turns and the user's objective is to keep the ball on the path as the screen moves making it look like the ball is rolling down the path and the user is keeping it on track. If the user can't keep the ball on the path/if the ball falls off the path, then the game is over and the user can try again. If the user keeps the ball on the path for long enough, they will eventually reach the finish line and win the game!