Noel Nova

1. **Music Box interaction**
   a. **The purpose of the music box is for entertainment purposes.**
   b. **The music box will have a feature that will allow users to download their own music into the music box and play it at their own leisure**
   c. **The music box will contain an interaction sensor (such as buttons or motion sensors) that allows users to change or play any music they want.**
2. **Non-Linear Twine Game**
   a. **The purpose of this idea is personal, as I have always wanted to create a story game where players' choices determine their progress within a narrative.**
   b. **The non-linear game could be fictional or anything that could be real.**
   c. **Using Twine would help make this a story game alive, and maybe try to publish it.**
3. **FULL 3D Scale Model**
   a. **I want to make a 3D scale model of a building or a structure just for entertainment.**