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1. Text based adventure game with multiple ways to end the game resulting in different scores. It would be kind of like and RPG game where player get many options and the follow the ones that they think are best. With the addition of tools and armor to add a more personalized approach to the game. I think it would be cool to add a Bandersnatch element to a story line or two.
2. Augmented reality simulation of the car or truck. The program will ask for the make, model, and year of vehicle and it will then give you a VR representation of the vehicle with a description of the information pertaining to that vehicle. The information will be things like the current value of the vehicle, the size overall, interior space, seating capacity, load weights, etc. For this class I was thinking of just getting the information on one vehicle.