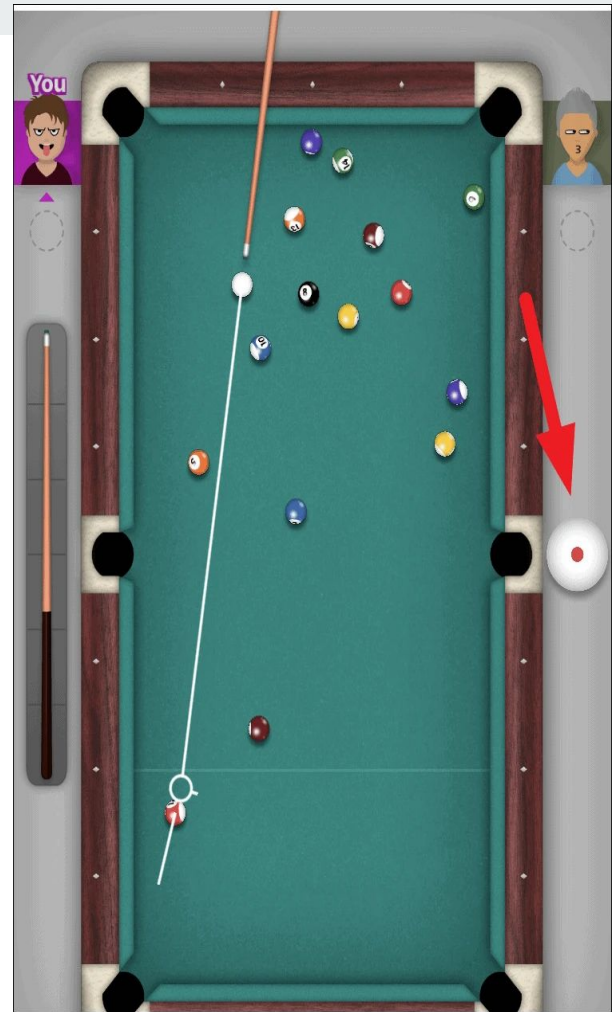
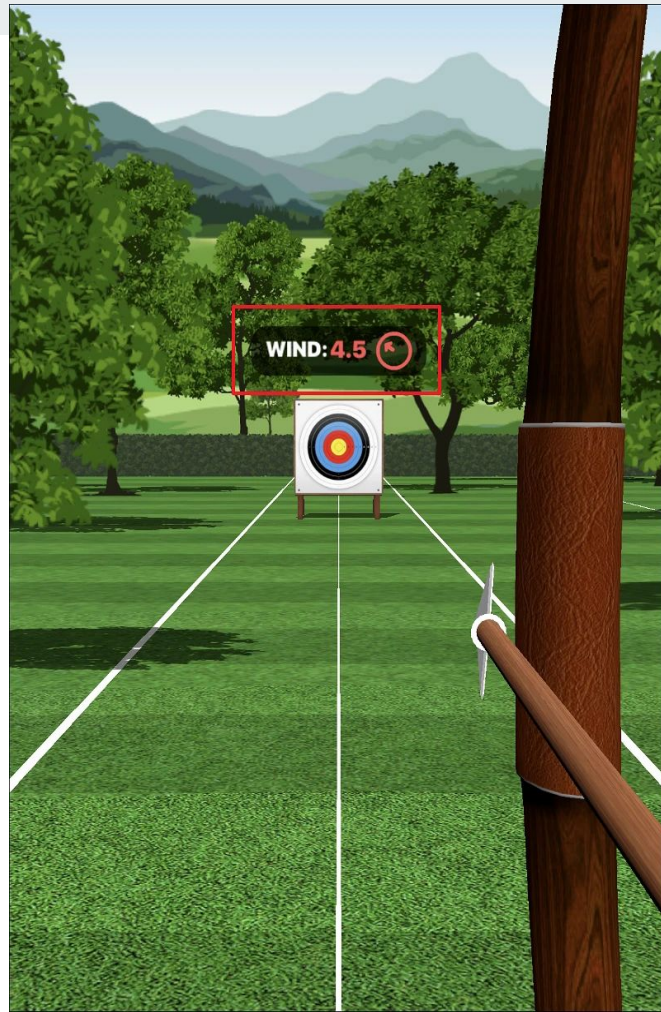




Final Project Ideas



Game Idea

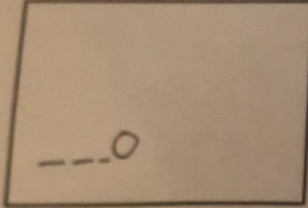


The logo for the game Helix Jump features a central red sphere with a bright white highlight, positioned on a white helical track. The track is flanked by yellow, blocky structures that resemble ramps or obstacles. The background is a vibrant blue with some light blue curved shapes at the bottom. The text 'HELIX JUMP' is centered below the sphere.

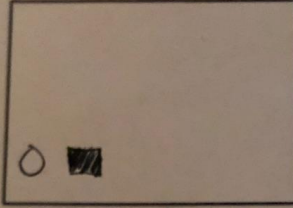
HELIX JUMP

TITLE/SCENE: Ball Game

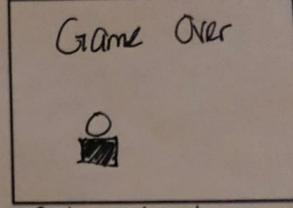
PAGE:



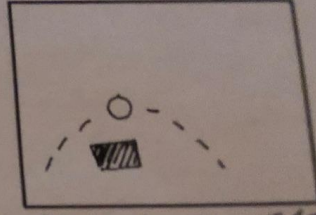
the ball is
rolling



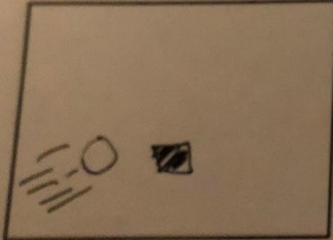
When the ball is
confronted with a
color it must
jump



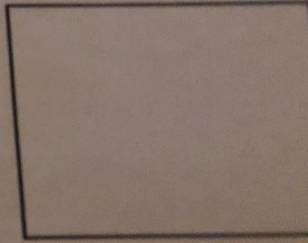
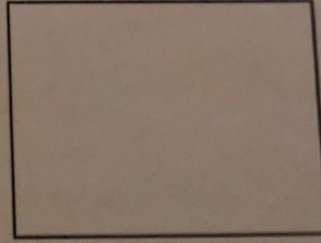
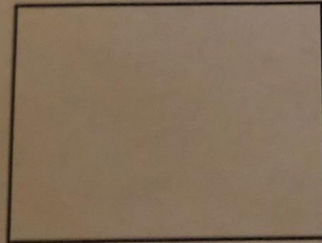
If ball lands on the
color game is over



point is for user
to avoid colors




As time goes on
the balls speed
increases





My Own Adventure


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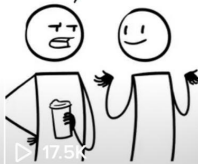
GENIES



14.5K

@CHRISHALLBECK


RUDE



17.5K

@CHRISHALLBECK

TIME TRAVEL




WEIRD

ANIME

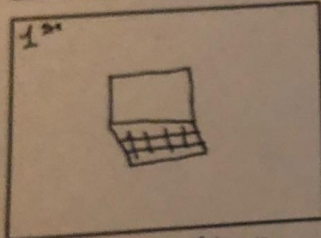
MONSTERS

Just watched

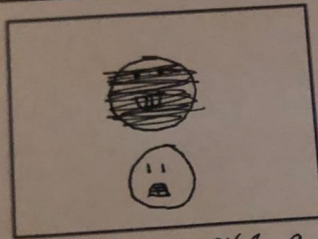


TITLE/SCENE: My NYU acceptance

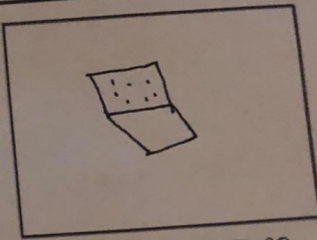
PAGE:



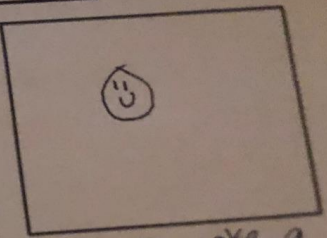
First scene shows
NYU portal



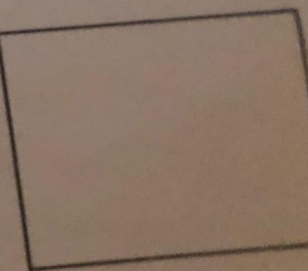
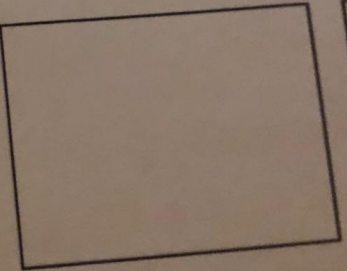
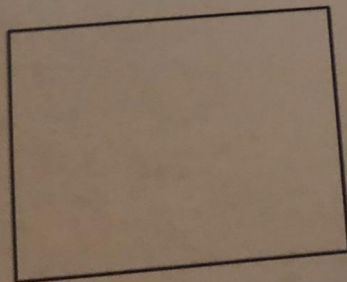
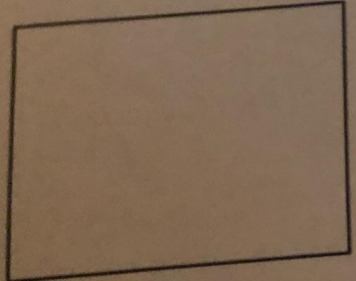
Someone make a
nervous face



Confetti popping
up all over the
screen



Someone make a
happy face





Interactive Narrative



<https://colorfactory.co>

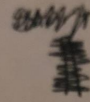
100 COLORS

by emmanuelle mouerou

French architect emmanuelle mouerou lives and works in Tokyo. Inspired by the traditional Japanese spatial element of sliding screens, she has created the concept of shōji – an ancient word that means to fill the space using colors. Here, our mind is fixed to the ceiling, and drifts across these heavenly hues.

www.emmouerou.com

Interactive Narrative



Start

1
~~test~~ would you rather have
dinner with your best friend
or a group of people

