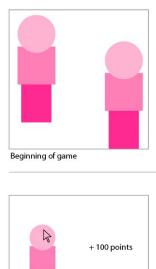
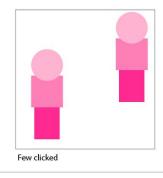
Final Project Ideas

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Jawon Han

Idea #1

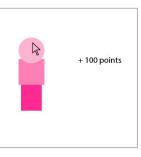


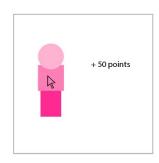


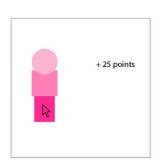


Notes

Targets get smaller as you play

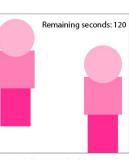




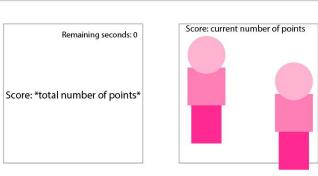


Notes

You get a different amount of points depending on where you hit the target



The remaining seconds decrease



Notes

There will be a timer that goes off and you will get to see how many points you have so far

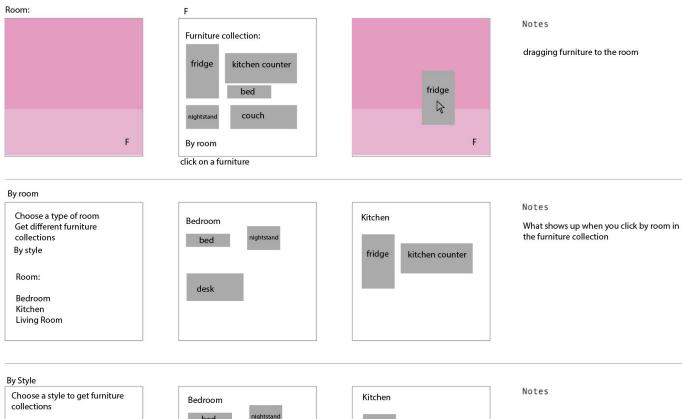
#1 References

- AimLab
- Valorant
- More FPS games

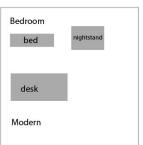




Idea #2









Get furniture collections by style, select style before you select the room type and get an organized collection

#2 References

- Build a room games
- The Sims
- Minecraft



ldea #3



-Drop them. -Give them

points: 5 +5 points +20 points happy face straight face -Let's go eat -Let's go eat -Of course Stranger: Stranger: -I'm full -I'm full -Um.. okay Great! *small talk* I just wanted to talk to someone...*small I am so hungry. talk* I'm hungry. The response if you click the option "ok" The response if you click the option "of course" Drop them Give them another chance +20 points -5 points cheered up confused Stranger Stranger another chance Reponse Reponse Response if you choose "drop them" response if you choose "give them another chance" Do you think we can hangout again Do you think we can hangout again happy face rest face Stranger Stranger Yes, we are friends I guess, but I'm pretty busy. 50-89 points 90-100 points

points: 20

ok

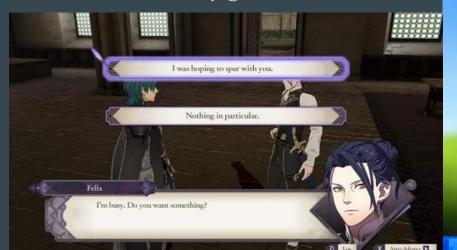
of course

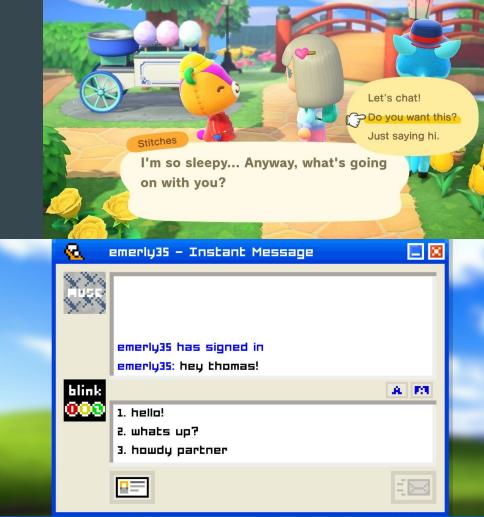
+0 points sad face Stranger: That's fine. I'll eat later. the response if you click the option "I'm full" few more dialogues later... Gain and lose points based on how good of a friend you are to this stranger. Do you think we can hangout again sad face Stranger I don't think so less than 50 points

I'm full

#3 References

- Fire emblem Three Houses
- Animal Crossing
- Emily is away
- Detroit becomes Human
- Internet Safety game





10:18

buddu list

emeriu35 chab