

Project Concepts

1. A shape that warps depending on the frequency of the sound played into a mic.
2. A spider web builder with sounds when each piece of silk connects. This can catch flies that come in at random – spider simulator.
3. A different sky is shown depending on the time of day. There are buttons to choose different time zones or countries to see their sky.
4. A paper airplane follows the mouse. Blowing in a microphone helps the plane gain height.
5. A flow-chart creator/editor. Boxes and arrows can be created with tools.
6. Family tree creator which you can add avatars, age, eye colour, and with a ‘tree’ layout.
7. Create a Pokédex. (Encyclopedia of 150 Pokémon. When one is clicked, info appears with the sound of that Pokémon)
8. Tetris with more abstract shapes like triangles.
9. A slideshow where the program will have transition effects when the image switches. Will work for whatever images the user puts in the folder.
10. Fishing game: a hook in the water can be moved slowly using the arrow keys to catch fish. Some are worth more points than others.
11. Pig Latin translator.
12. Mp3 player with lots of tools and features for the user to get the sound they want.
13. A ‘paint’ program but user must choose options with the mouse while drawing with the arrow keys.
14. Slingshot game with faster moving targets as time goes by.
15. Atmospheric choices game with different outcomes. The story is read aloud for added effect.
16. User plays as a meteor trying to smash planets. It can bounce off the sides to hit multiple planets, but if it hits head-on, the meteor is destroyed and game over.
17. User’s mouse is a flame which can slowly melt or burn the objects nearby.
18. Calendar program.

19. User can drag with the mouse to see areas of the Rocky Mountains range while hovering over major peaks to see the elevation, difficulty level of the climb, possibly weather, and other facts. Animations are triggered when certain areas are hovered over. Calm atmospheric music in the background.
20. Puzzle game where you have to cross a creaky floor moving one tile at a time. If you start to hear a creaky tile you must move away quickly. Don't step on two in a row.
21. Rock climbing game: Q, W, A, S are to select the arms and legs. Hold them down and press the arrow key for the hold you want to move that limb to.
22. Survival game: go around gathering supplies and craft items like shelter, fire pit, fishing rod, etc. Geometric theme.
23. Abstract visuals to music by Overwerk.
24. Enemies all around, user must pass through a tunnel without going into their field of vision or game over.
25. A floating, slowly rotating block of wood. The user hovers over it with the mouse to shave bits off and create a sculpture.
26. Backpack packer, where you can add items and their weight to see a total weight. Possibility of a backpack graphic showing how much room items take as you put them in.
27. Try to keep a match burning for as long as possible in a cold depressing environment by holding it out of the wind with the mouse. While the match burns, an overlay of warm scenes show, like a fireplace. When the match burns out, light another. Scenes get colder with each match. (Inspired by The Little Match Girl)
28. Use an umbrella to stop rain from getting on a walking kitten.
29. Use different fruits to capture different beetles. When the lizard on screen thinks of the bug it's hungry for, quickly give it one you have caught.
30. A two-player race on a track where one key is pressed quickly over and over to run, and another key is pressed to jump hurdles. If the racers are side by side, the first to throw a punch has an advantage as the other is slowed down.
31. Start with a square-less waffle. Poke square holes with a square finger (the mouse) until the timer runs out. Look at your creation.

32. Draw with the mouse on the bottom of a metal stamp. Then, the cursor becomes the stamp and you can use it on hot wax to seal letters.
33. As a car, switch lanes quickly and adjust speed with the arrow keys to get away from the zombie breakout in the city.
34. Two DNA strings on the screen. Edit the structure of each, click 'done', and get a report of what the baby would look like if the DNA were the two parents.
35. Hold down the mouse button for a spiral to start growing from the center. You can let go and start a new spiral. These spirals can intersect. When you are ready you can place a ball on the path of a spiral. Use the arrow keys to move the ball around the created spiral labyrinth.
36. A geometric scene of a forest. Holding the left mouse button moves time forward through the seasons. The right mouse button rewinds time.
37. Hunting game: User holds to draw an arrow and releases trying to hit a moving target.
38. The underground tree roots follow the mouse position. Lead them to water to see the tree grow and thrive.
39. An animated infographic. I would recreate a previously-made infographic in Processing but the graph bars would rise, pie charts would load up visually, text would drop in, and more. Maybe as the user scrolls through.
40. See what the tumbleweed sees as it travels far and wide through deserts, towns, cities, mineshafts, and meadows. Make the tumbleweed jump over little rocks.
41. A soup is cooking and you can put in all kinds of foods by dragging them in. When it comes to a boil, the colour of the soup will be that of the ingredients all mixed together. (Probably brown? We'll see) Turn up the heat to boil faster.
42. You are a flying bat. When you press 'E', you use echolocation and the outlines of objects ahead appear. There are 3 'lanes' to fly in so objects can be avoided with the arrow keys. The goal is to find another bat friend.
43. You are a bee. There are 20 flowers on screen and you must fly over all of them to continue each species, but you only have 30 seconds. This game will be impossibly hard to show how important it is to have more bees.
44. Use Arduino to get the temperature and have that temperature display in Processing with a mercury meter graphic. It will then tell me how many blankets I need for the night, or something like that.

45. Kaleidoscope with mesmerizing music. Press 'space' to change the kaleidoscope effect to a new one.
46. You are the chef at a chocolate factory. There is a table filled with bowls of chocolate stuff. You can pick chocolates up, dip them in sauces, in sprinkles, and put them on display. Don't be careless – if you touch the sauce without anything to dip, you will smear sauce on things and get messy or put sprinkles where they shouldn't be. Get good ratings!
47. Set up bright lights in a bug-infested room to attract them. It will also increase visibility. Then use a swatter to try and get rid of them.
48. Turn the keyboard into a piano keyboard with visuals that evolve throughout your performance. This will include white and black keys and many features.
49. Game that relies on hearing: there's a sound effect that indicates if an enemy is nearby for example. User is on a board and moves one space at a time trying to survive while their conscience is communicating suggestions to them, which the user can read at the bottom of the window.
50. Create an image filter that will transform an image into a sketch, as if an artist drew it.