My idea for this is to make a game here there is multiple spawning of 3 different flavors of ice cream. The point in this game is to check the color of the controlled cup holder, and match it with the oncoming ice creams dropping from the sky. You can control the cup holder using the mouse, the left and right arrow keys, or the A and D keys. The reason for this is because there are different ways to play a game, so we don’t know which player would play in a specific way, so I included multiple ways to control the cup holder, that way the player can play it like how they would play other games. I feel that children of ages 7-8 would respond to this game very well due to allowing them to make easy associations of color matching. I also made it in a way where if a player doesn’t match with the corresponding ice cream, it’ll just lose 10 points each. But if they let an ice cream of their match hit the ground, they would lose a try. The reason for this approach is to A) Encourage kids to continue playing this game correctly and B) If a child doesn’t play the game while it’s still going on or if they’re playing it but just ended up missing it 3 times, the game would quit and it would show them their score. There are multiple ways to improve this. One would be controlling the speed of mouse inputs and key inputs, so no matter what kind of input you’re using, you can control the cup holder with ease. Another improvement would be to implement a feature where one ice cream is on top of another ice cream, giving it a feature to have more scoops of ice cream. Following this idea, we could also implement a scoop requirement feature so it encourages a player to meet the requirements, giving them extra points. The issue we may possibly run into with this game is object management, specifically the generation of different ice cream flavors. Despite the features set in place to have a time delay limit before generating another ice cream, and multiple hit boxes to destroy the ice cream objects, if someone were to play around with the configuration settings, it would lead to heavy memory management and thus the game would crash.