1. A virtual pet that needs to be taken care of that can be fed or played with. Alternatively user can apply a number of objects to their pet to make it happy or angry. The pet will gradually grow and form its personality and appearance depending on how it's been treated.
2. A pattern drawing app that mirrors user graphic input. User can choose an option of weather they want their artwork to be duplicated and reflected vertically, horizontally, or both to create different kinds of patterns. The drawing will be made by dragging mouse across the screen.
3. A quiz game with a virtual opponent. User will be asked a trivia question. There is some probability that the opponent knows the right answer and will be answering at random time within 30 second round time. The goal is to answer correctly before the opponent does.