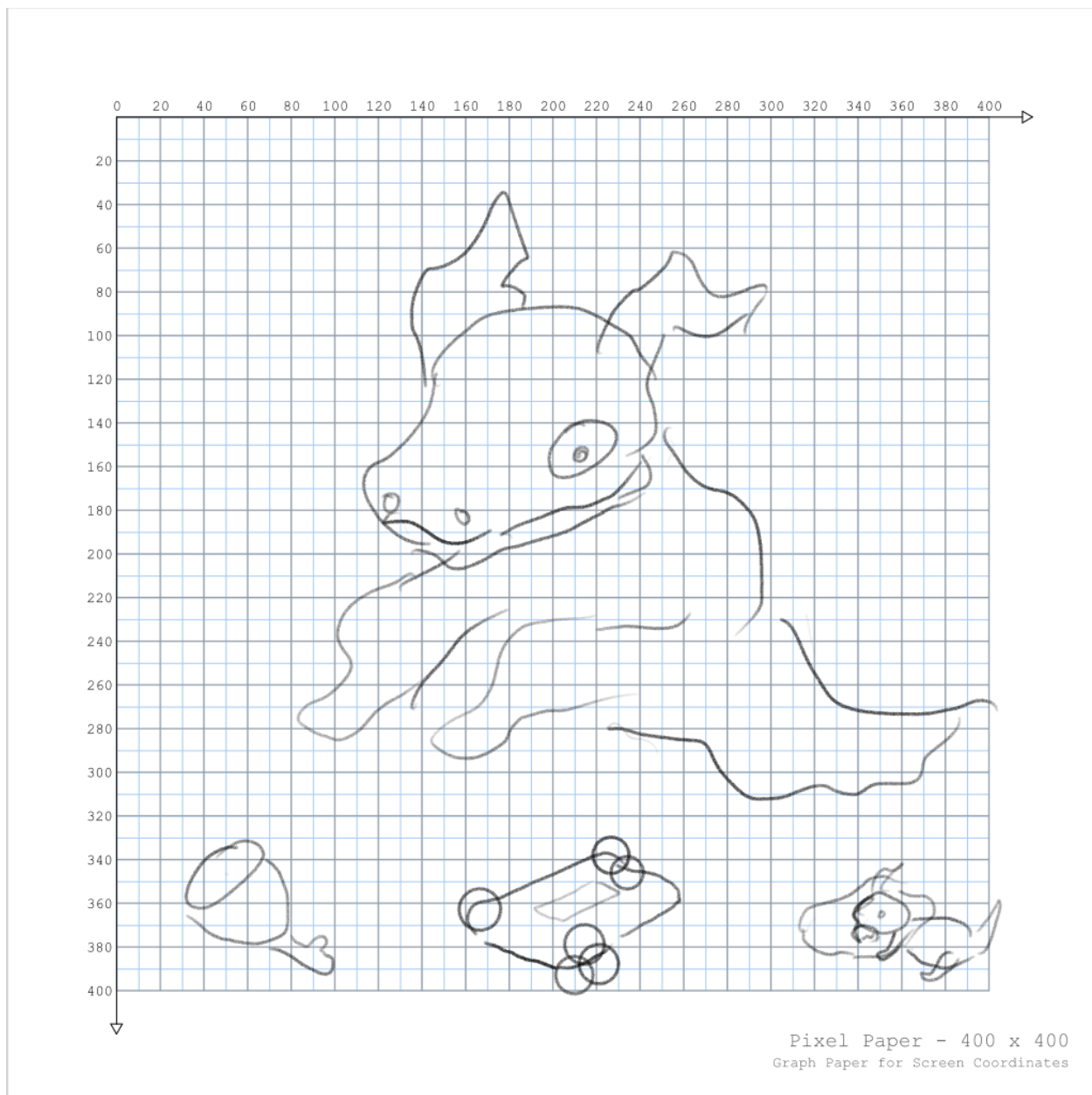
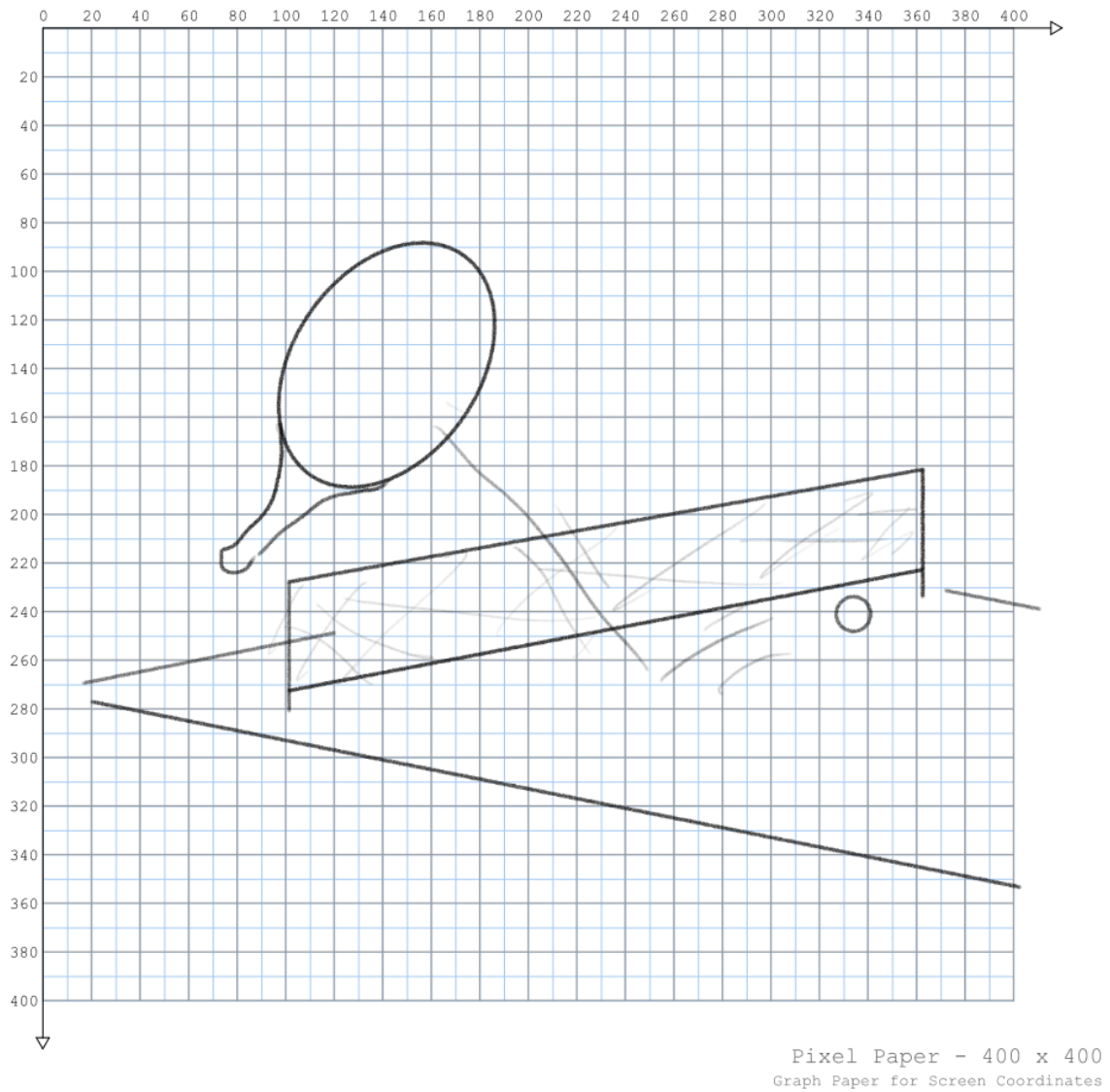


## Dragon care



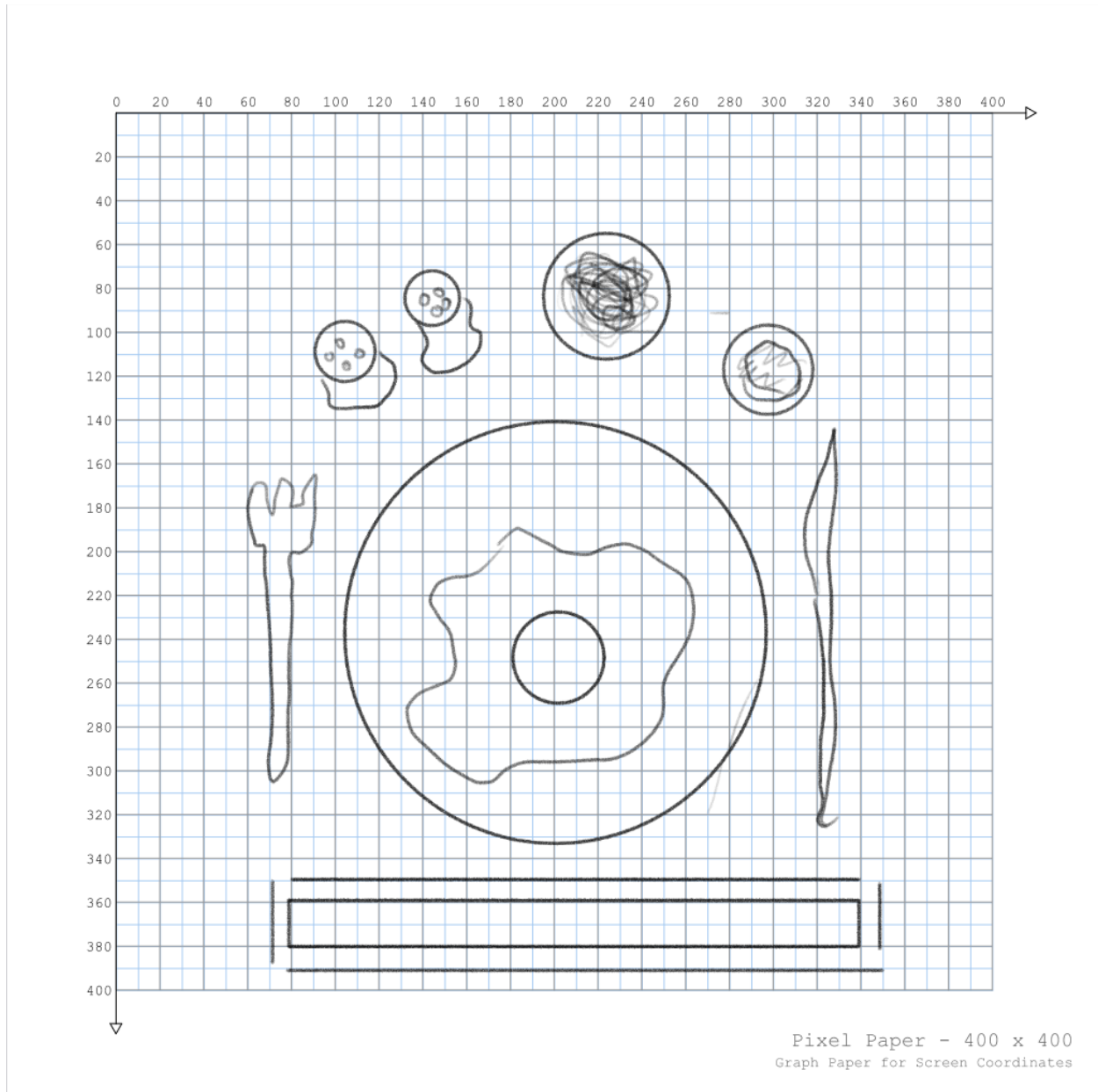
Taking care of the little dragon, a game similar to a Tamagotchi. Would use the random function to see what the dragon needed having an object for each separate functional game mode. array for the bath time bubble animation. The loss condition would be the miss treatment of your new pet and the unfortunate and untimely end for the little dragon.

## Ping pong



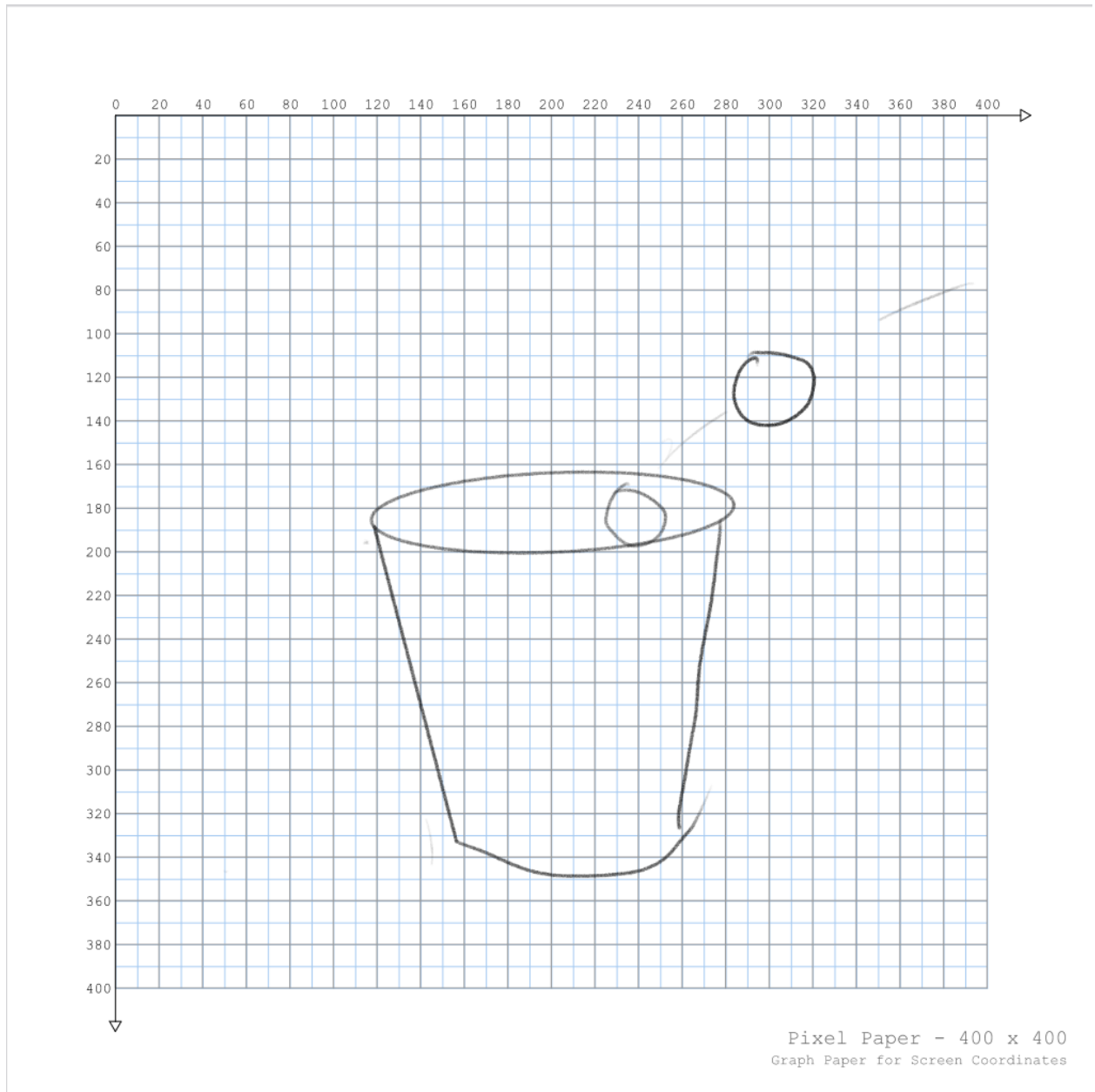
Ping pong function like a cup pong game, you hit the paddle to increase the velocity and acceleration of the ball in order to win against your opponent. Potential ideas are multiple balls for increased difficulty. Or the addition of a second paddle for another player

## Cooking simulator



cooking the perfect egg adding to much or to little of one of the 4 options will result in a poor egg making it in edible. Loosing you the game. Bellow will be a meter that shows the progression of the state of their egg.

## Cleaning up



The player throws papers in to the a bin in affect cleaning up their room , respawning balls set it in an array list that hit a spherical trigger box essentially falling in to a bin or box.