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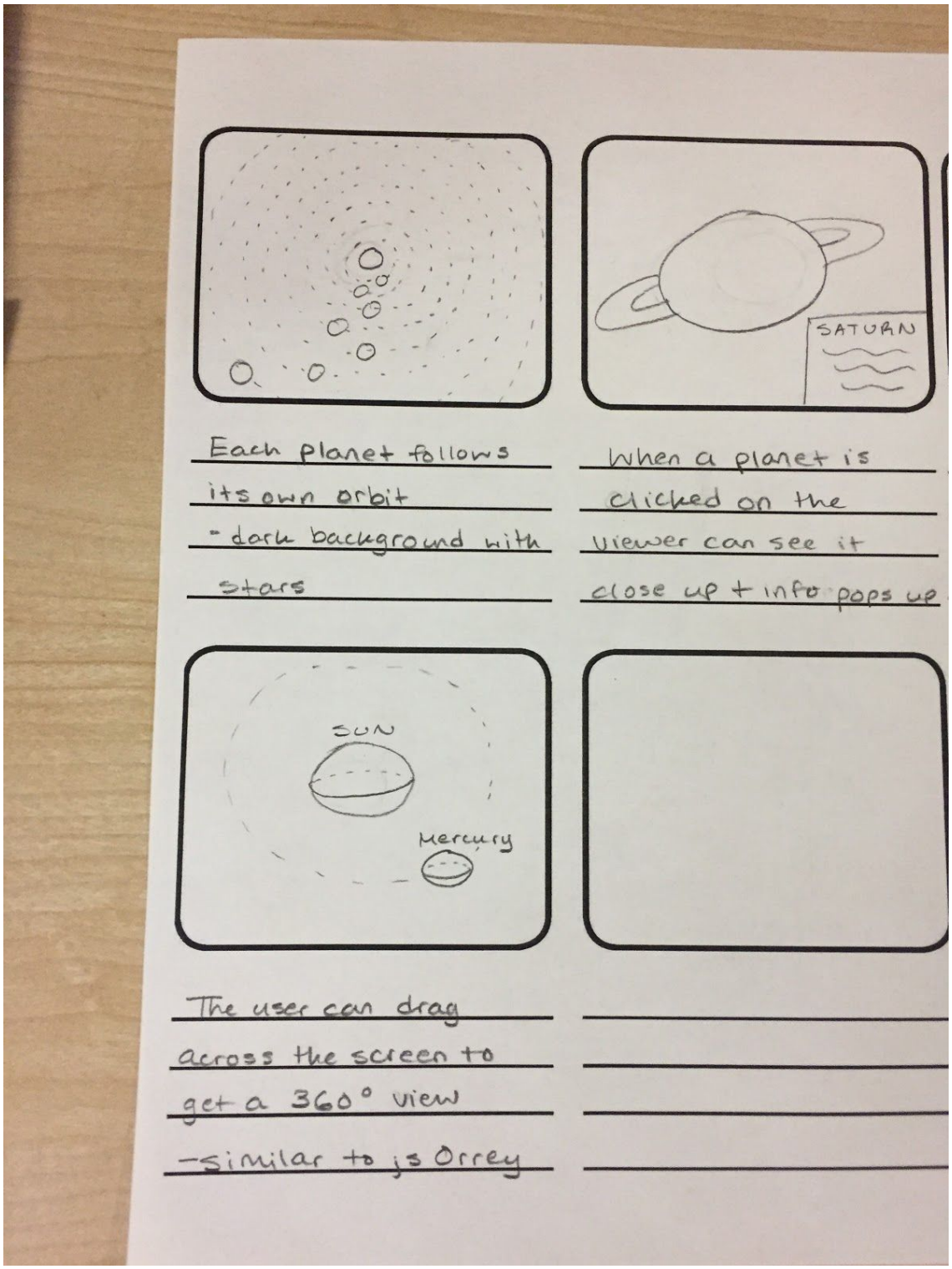
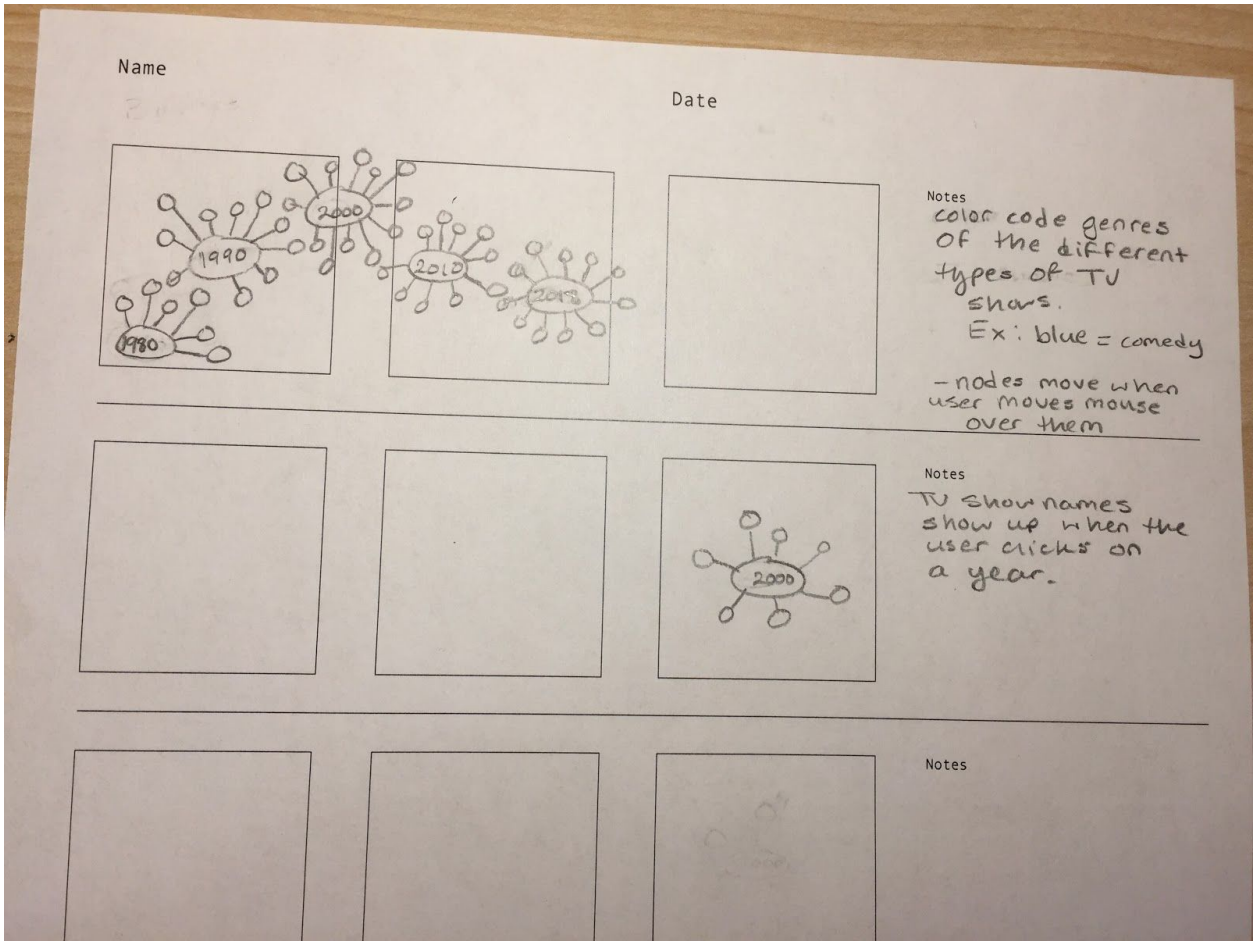
Solar System Simulation



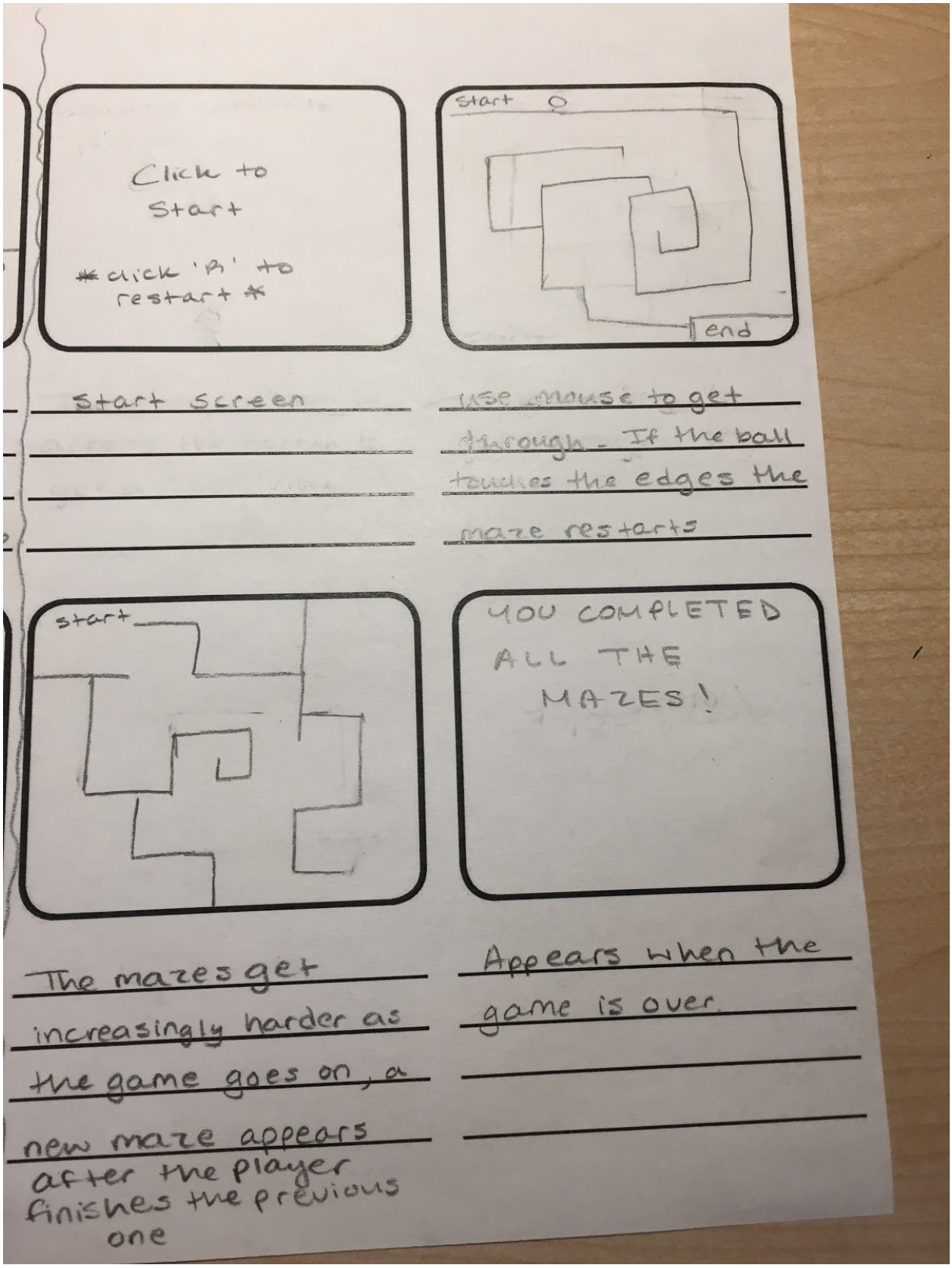
This program will show the solar system from and aerial view (and possibly other views). The planets will follow and orbit, when the user clicks on a planet it shows information about it. I thought of this idea because space has always interested me, and I thought it would be cool if i could put my interests into a project for this class. This could be used as a teaching tool to teach students about the solar system.
I am planning to use the three.js library which is a library that will allow me to make 3D graphics.

Data Visualization of TV Shows



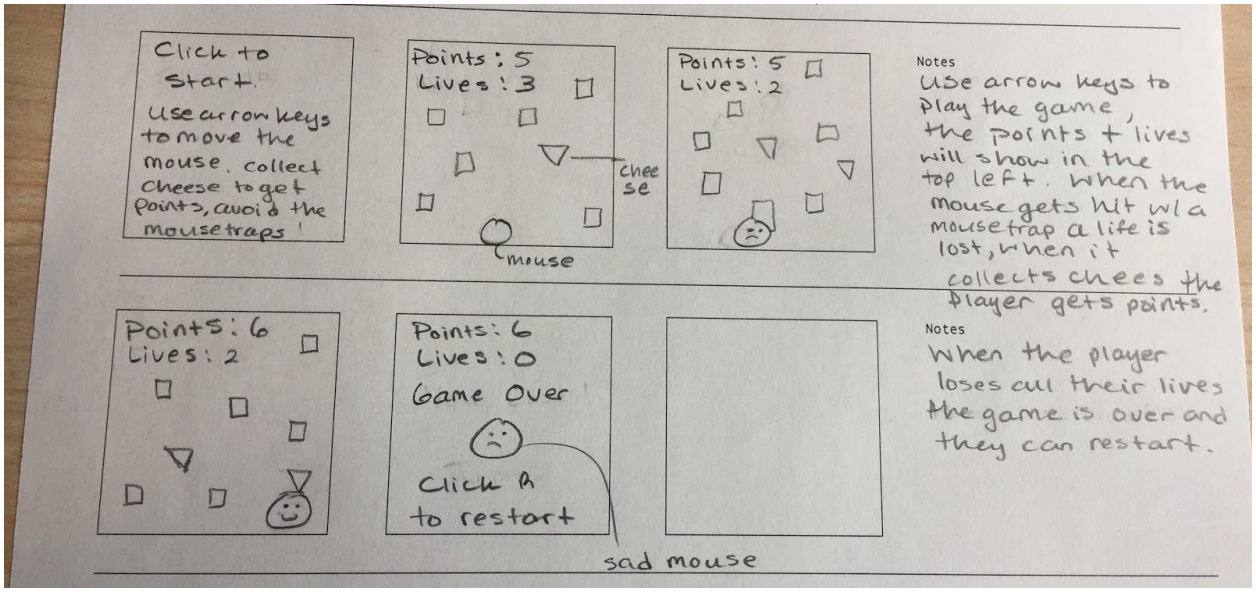
This code would utilize and API to get information on different TV shows that were popular from 1980 until now. When the user clicks on a particular year it will show the names of the TV shows that were popular. The circles will be color coded to differentiate between the different types of genres. I was inspired by this diagram in the Generative Design Text as well as Jer Thorp's *138 Years of Popular Science*.

Maze


Click to Start
click 'B' to restart
start
end
start
YOU COMPLETED ALL THE MAZES!
Start screen
use mouse to get through. If the ball touches the edges the maze restarts
The mazes get increasingly harder as the game goes on, a new maze appears after the player finishes the previous one
Appears when the game is over.

This would be a game where the player uses the mouse to get through the maze, if the the ball hits the edges the maze restarts. The mazes get harder as the game goes on. The goal is to make it to the end of the final maze. I saw similar games on Open Processing which inspired me.

Mousetrap Game



The goal of this game is to collect as many points as possible without getting hit by the mousetraps. The player uses the arrow keys to move the mouse. When the player runs out of lives the game is over.

All of the program ideas interact with humans