Idea 1

“turn that frown upside down” use facial recognition to determine if user is smiling or frowning. If frowning draw a smile. If smiling draw a frown.

Idea 2

“Hangman” uses random word and says number of letters. User must guess word one letter at a time. Each wrong letter adds a body part to hangman.

Idea 3

“Doodle jump” character has to jump on to the platforms before they leave the screen. If they fall off they lose. Platforms are infinitely and randomly generated slowly adding speed for difficulty.