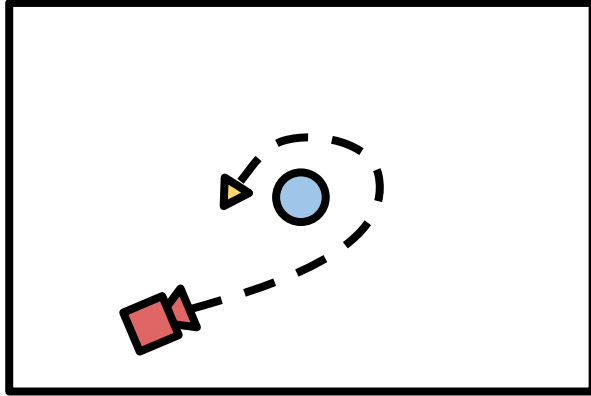
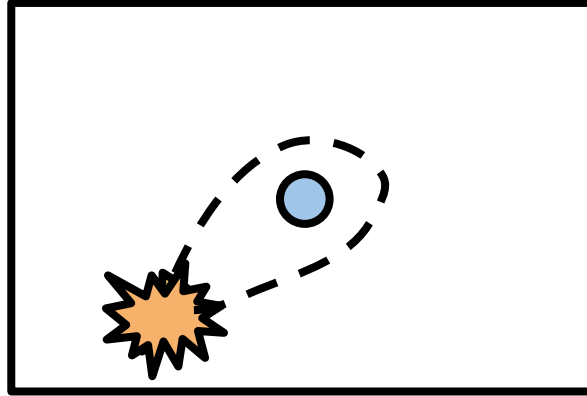


# Ideas for Final Project

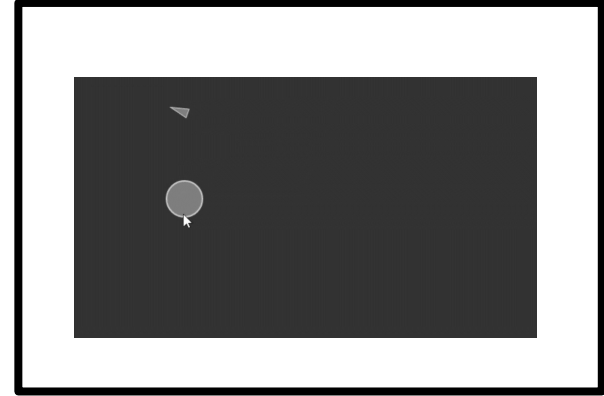
# Idea 1: Projectile Motion Game



A game focused around redirecting homing projectiles back at the enemies that shot them

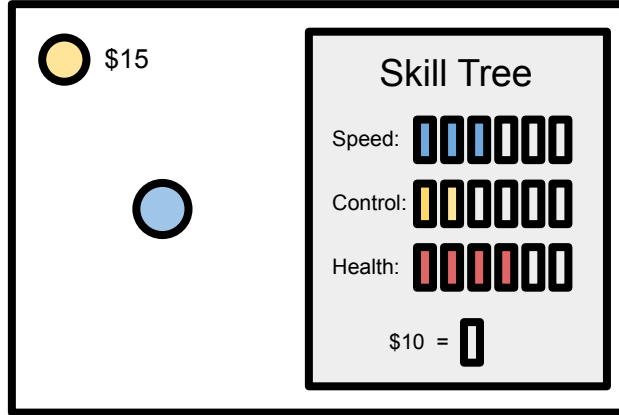


Projectiles destroy the enemies that shot them

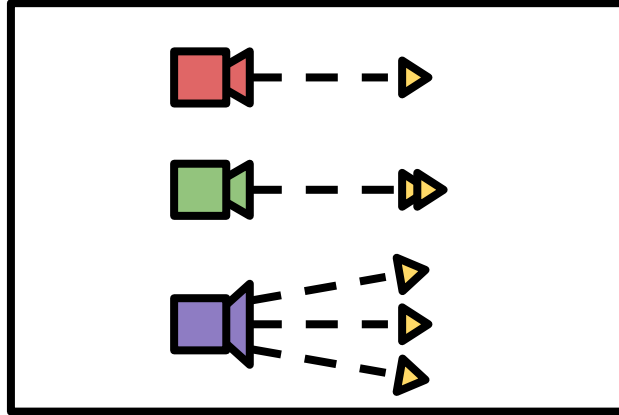


Based off the seeking code from week 10

# Idea 1: Continued

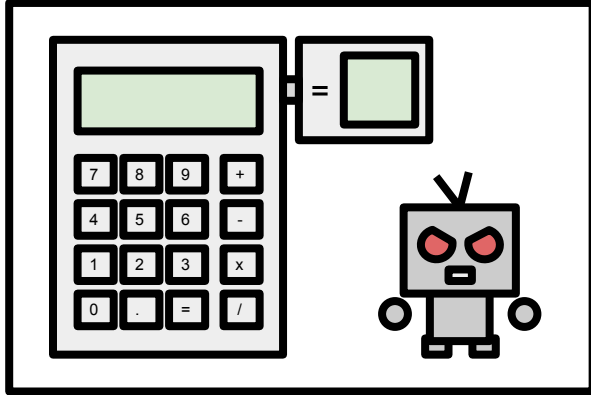


A skill tree system to reward acquired currency

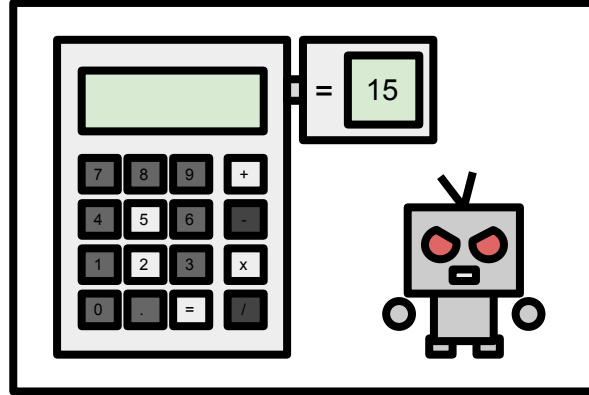


Different enemies that vary in projectile speed, damage, range, and amount

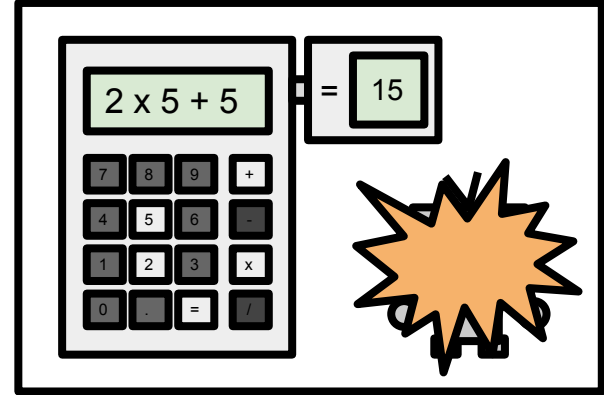
## Idea 2: Math Puzzle Game



A puzzle game focused on solving math problems on a calculator with only certain buttons in order to defeat robots

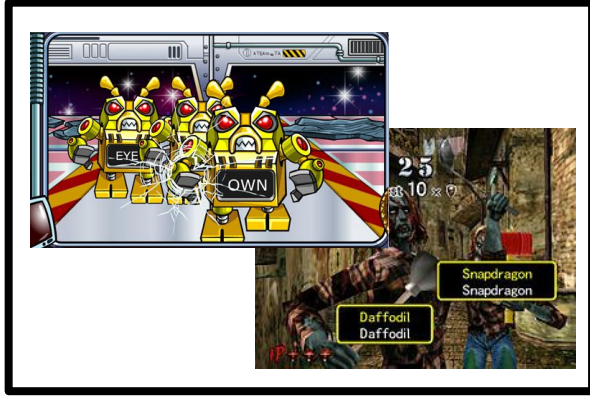


Start by being given a solution and the buttons you need to use to solve them

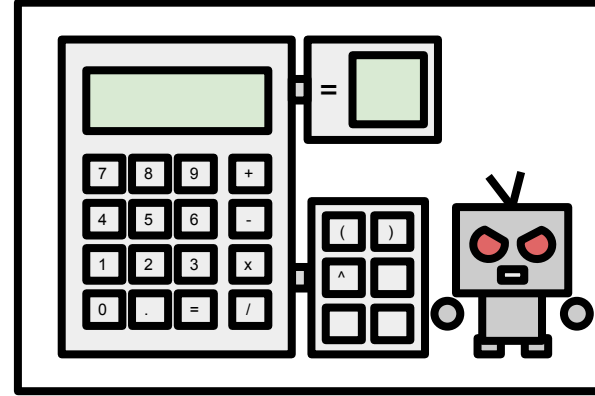


Solving equations destroy robots. Puzzles can have different solutions like in this example,  $5 + 2 \times 5$  could work

## Idea 2: Math Puzzle Game



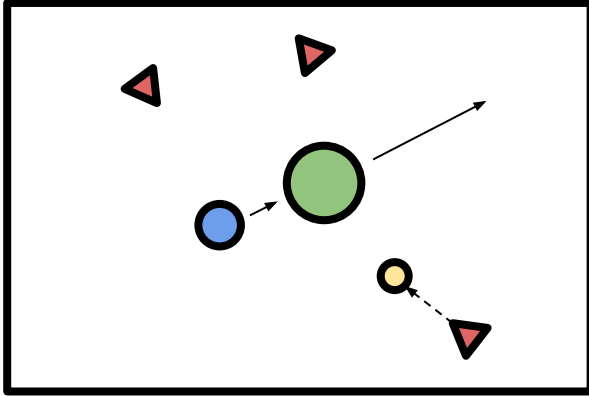
Inspired by games like Typing Terror and Typing of the Dead



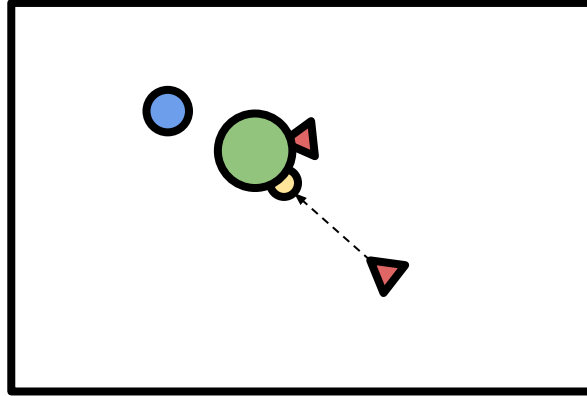
Additional control panel to access more options

# Idea 3: Sisyphus Game

inspired a bit by Andrew's project



A game focused around an rock the player pushes around the level



The rock can destroy enemies, block projectiles and push switches



Inspired by Kickochet in which you play as a ninja that can parry a shuriken to solve levels and defeat enemies