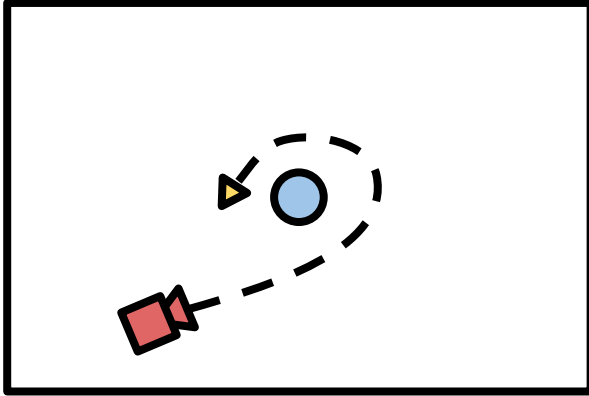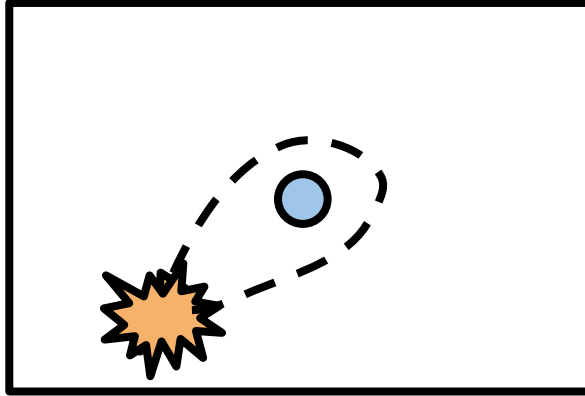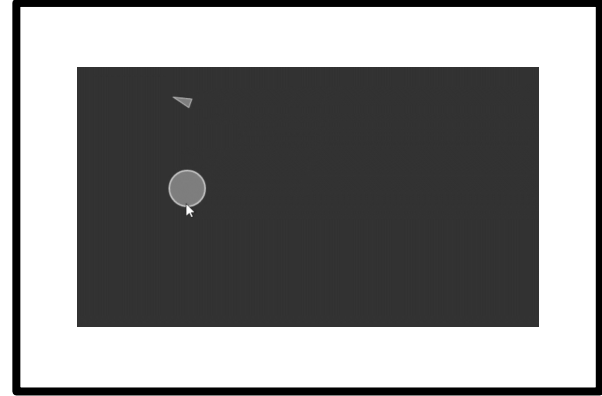# Ideas for Final Project

Idea 1: Projectile Motion Game

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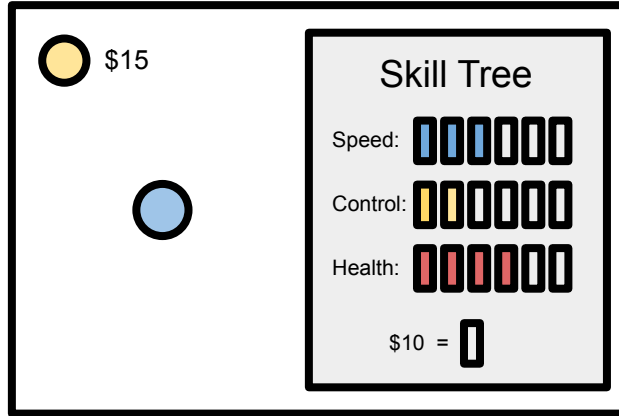back at the enemies that shot
them

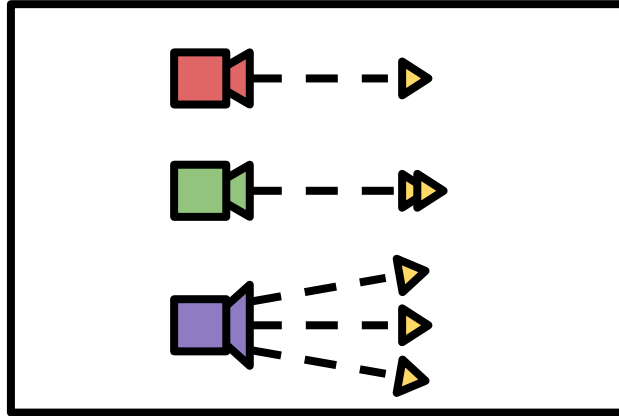Projectiles destroy the enemies
that shot them

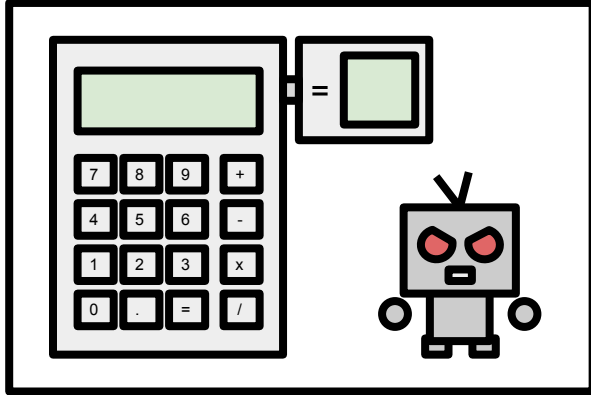Based off the seeking code from
week 10

Idea 1: Continued

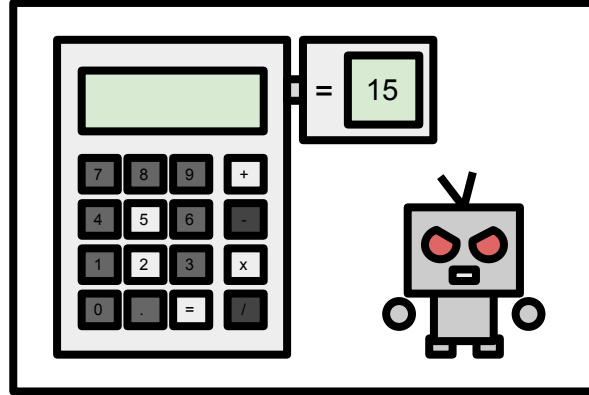A skill tree system to reward acquired currency

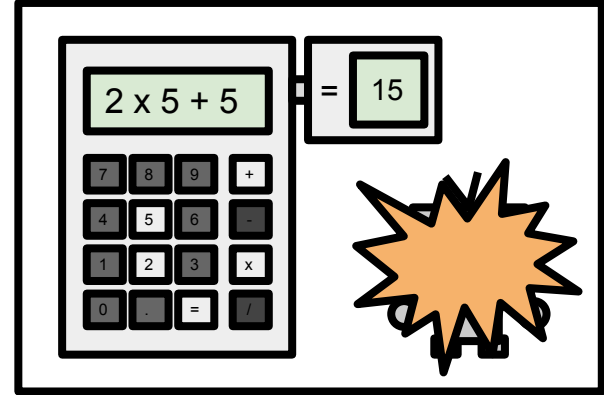Different enemies that vary in projectile speed, damage, range, and amount

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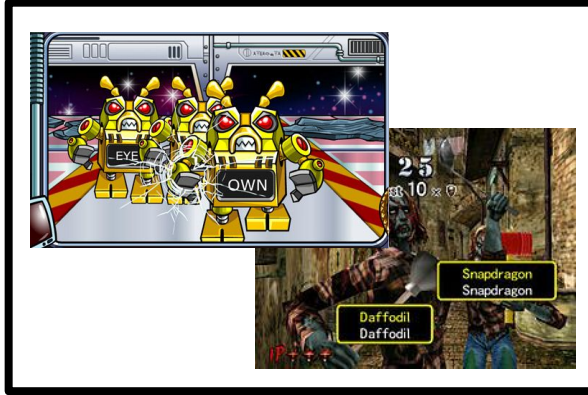
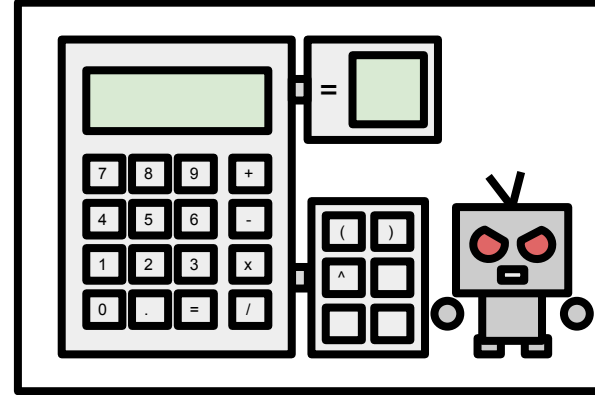Start by being given a solution and the buttons you need to use to solve them

Solving equations destroy robots. Puzzles can have different solutions like in this example, 5+2x5 could work
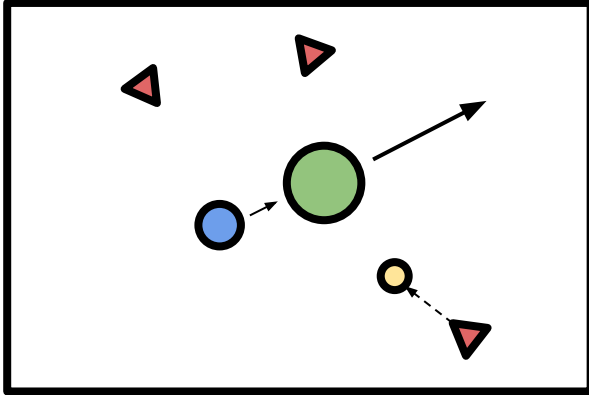
Idea 2: Math Puzzle Game

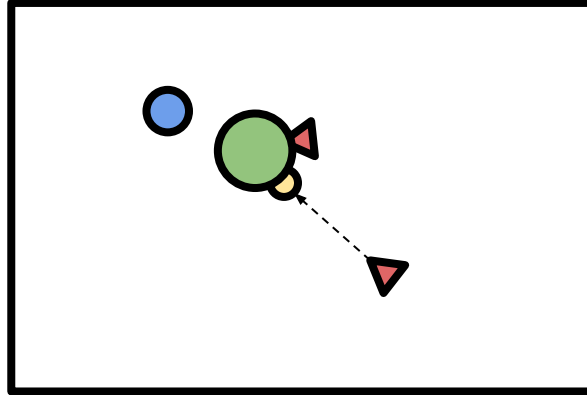Inspired by games like Typing Terror and Typing of the Dead

Additional control panel to access more options

Idea 3: Sisyphus Game inspired a bit by Andrew's project

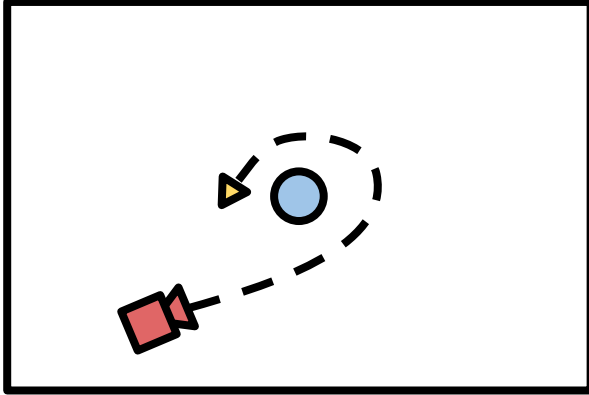A game focused around an rock the player pushes around the level

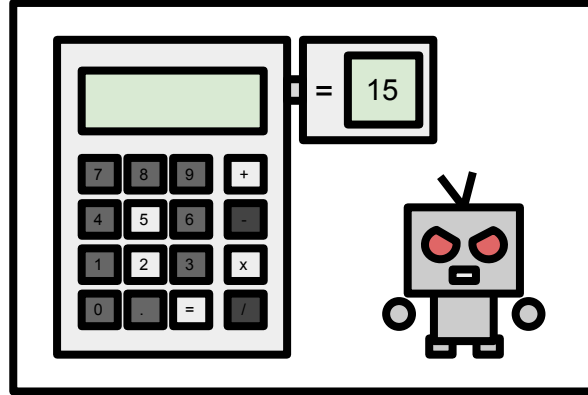The rock can destroy enemies, block projectiles and push switches

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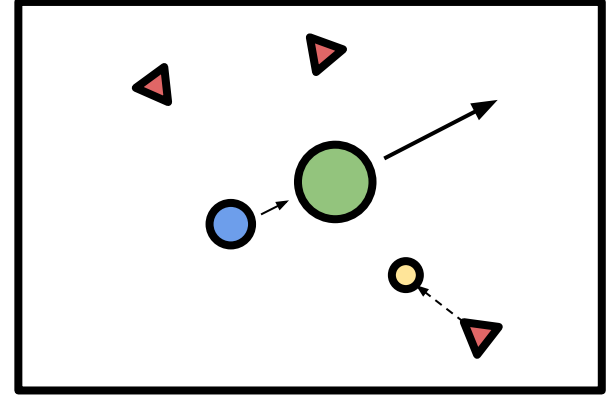
All of them

Idea 1: A game focused around redirecting homing projectiles back at the enemies that shot them

Idea 2: A puzzle game focused on solving math problems on a calculator with only certain buttons in order to defeat robots

Idea 3: A game focused around an rock the player pushes around the level