[E] Virtual Wardrobe

Difficulty Level: Easy

Develop a virtual wardrobe where users can mix and match clothing items. Integrate JavaScript to allow users to drag and drop items, creating outfits and displaying the final look

Basic Features:

1. Outfit Creation: Implement the ability to create outfits by selecting clothing items.
2. Mix and Match: Allow users to mix and match clothing items to create different outfits.
3. Save Outfits: Provide an option for users to save/download their favourite outfit images.
4. View Wardrobe: Users can view their virtual wardrobe.

Advanced Features:

1. Drag and Drop: Implement drag-and-drop functionality for adding and arranging clothing items from wardrobe.
2. Wardrobe Organization: categorized and organized clothing items (e.g., by season, occasion, color) filterable by user
3. Game like UI with carousel based clothes changing
4. Different character views (front/back)
5. Facial customization for male and female
6. Color picker based custom plain clothing

[E] Interactive Storytelling

Difficulty Level: Easy

Create an interactive story where users can make choices that affect the plot. Use HTML for text structure, CSS for styling, and JavaScript to navigate through the story based on user choices

Basic Features:

1. Story Content: Create an engaging story with branching narratives.
2. Choice Points: Implement decision points where users can make choices.
4. Choice Buttons: Provide clickable buttons for users to make decisions.
5. Basic Styling: Apply CSS for basic styling, such as font and color.

Advanced Features:

1. Character Development: Introduce well-defined characters with evolving traits based on user choices.
2. Multiple Endings: Include multiple story endings based on user decisions.
3. Images and Media: Enhance the storytelling with images, audio, and videos.
4. Inventory System: Implement an inventory for tracking items collected in the story.
7. Dynamic Story Flow: Create a dynamic story flow that adapts to user choices and remembers past decisions.
9. Export story: Export the story as txt file download.

[M] Music Player

Difficulty Level: Medium

Build a simple web-based music player. Use HTML for the player layout, CSS for custom styling, and JavaScript for play, pause, and skip functionalities, along with a playlist feature

Basic Features:

1. Audio Player Layout: Create a basic audio player layout using HTML, including play, pause, and skip buttons.
2. Audio Controls: Implement play and pause functionality using JavaScript.
3. Skip Track: Allow users to skip to the next track in the playlist.
4. Volume Control: Add a volume control slider.
5. Playlist Display: Display the playlist of available songs.
6. Track Selection: Allow users to select and play different tracks from the playlist.
7. Display track information, including title, artist, album, and cover art.

Advanced Features:

1. Custom Styling: Use CSS to create a visually appealing and responsive user interface for the music player.
2. Playlist Management: Implement the ability to add, remove, and reorder tracks in the playlist.
3. Time Slider: Add a time slider to allow users to seek within a track.
4. Playback Speed Control: Provide options to change the playback speed (e.g., 1x, 1.5x, 2x).
5. Repeat and Shuffle: Include options for repeating a track and shuffling the playlist.

[M] Connect N

Difficulty Level: Medium

Connect 4 but N (and the user chooses N)

Basic Features:

1. Game Grid: Create an N x N game grid for Connect N.
2. Two-Player Mode: Implement a basic two-player mode.
3. Turn-Based Play: Allow players to take turns to place their pieces.
4. Win Condition: Define the win condition for connecting N pieces in a row, column, or diagonal.
5. Game Reset: Provide the option to reset the game.

Advanced Features:

1. AI Opponent: Develop an AI opponent for single-player mode.
2. Variable Board Size: Allow users to choose the grid size (N) before starting a game.
3. Customizable Win Condition: Enable users to customise the number of pieces (N) required to win.
4. Online Multiplayer: Implement online multiplayer functionality to play with friends or other users.
5. Player Profiles: Create user profiles with statistics and game history.
6. Leaderboards: Include leaderboards to track high scores and rankings.
7. AI Difficulty Levels: Offer multiple AI difficulty levels for players to choose from.
8. Themes and Customization: Allow users to customise the game's appearance with different themes and colours.
9. Local Multiplayer: Enable local multiplayer on the same device for two players.
10. Undo and Redo: Implement the ability to undo and redo moves during the game.
11. In-Game Chat: Add a chat feature for players to communicate during online matches.
12. Tutorials and Hints: Provide tutorials and hints for new players.
13. Achievements and Rewards: Reward players with achievements and in-game rewards.
14. Cross-Platform Play: Enable gameplay across different platforms (e.g., web, mobile, desktop).
15. Real-Time Notifications: Send real-time notifications for game invites and updates.

[H] Extension : Save and tag links

Difficulty Level: Hard

Basic:
1. Save Link: Users can save a link by clicking a browser extension button or through a context menu option.
2. Tagging: Users can add tags to the saved links for easier categorization and retrieval.
3. Search Functionality: Ability to search and filter saved links by title, URL, or tags.
4. Delete and Edit: Users can delete or edit the saved links and their associated tags.
5. Display Link Details: Display essential details such as title, URL, and associated tags.
6. Simple User Interface: A user-friendly interface for managing and viewing saved links.

Advanced:
1. Import/Export Links: Functionality to import and export links and their tags for backup or transfer to other devices.
2. Cross-Device Sync: Synchronization of saved links and tags across multiple devices with the same browser extension installed.
3. Collections or Folders: Allow users to organize links into different collections or folders for better organization.
4. Smart Tagging Suggestions: Implement an algorithm to suggest tags based on link content or metadata
5. Thumbnail Previews: Display link previews or thumbnails for better visual identification

[H] Currency Converter

Difficulty Level: Hard

Develop a simple currency converter that fetches real-time exchange rates from a currency exchange API. Allow users to input an amount in one currency and convert it to another currency

Basic:
1. Currency Conversion: Allow users to convert one currency to another using real-time exchange rates.
2. Multiple Currencies: Support a wide range of currencies for conversion.
3. User-Friendly Interface: A simple and intuitive interface for entering currencies and amounts to convert.
4. History and Favorites: Save conversion history or favorite currency pairs for quick access.

Advanced:

1. Currency News Integration: Incorporate news about currencies and their impact on exchange rates
2. Calculator Integration: Integrate a basic calculator to perform conversions based on user inputs
3. Offline Mode: Basic functionality to perform conversions even when the device is offline (using previously fetched rates).
4. Real-Time Exchange Rates: Display up-to-date exchange rates retrieved from a reliable currency exchange API.