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| Schüler | Game: Grobbeschreibung, Anforderungen | Zusatzkriterien | Komplett neu oder Code verwendet  Links: Bibliotheken |
| Angelo  Tobias | * **Desktop-App: Eartrainer** * Inspired by the game "Set", whereby the visual features are replaced by auditive ones. * There is a menu screen where the level can be chosen. * There is an in-game screen where the magic happens. * There is an after-game screen where the results are shown. | * Multiple levels * Add (compose) background music in the menu and after-game-screen. | * JFugue (<http://www.jfugue.org/>) * JavaFX * javax.sound.sampled |
| Simon  Sebastian |  |  |  |
| Robin  Severin |  |  |  |
| Vivian | * Memory |  |  |
| Ladina  Raoul  Jason |  |  |  |
| Delia |  |  |  |
| Elias |  |  |  |
| Louis |  |  |  |
| Silvan | * Snake |  |  |