possible projects:

game:

a farm simulation X

a double player fight game (either fight each other, or figit together) U

falling balls game (build a larget ball) U

a little dragon which eat some stuff and can split corresponding energy ball. O

building a town X

mini TFT U

Elf of darkness O

a dragon (rectangle), some obstacles, and the dragon can move around (left, right, jump, down from a platform)

the dragon can split light to destory some obstacles

the dragon can split corresponding energy ball to destory corresponding obstables.

Add enemies (squares), add AI to them (move around, attack)

Add HP and MP to player

deeper AI level: if there is no obstacles betweens enemies and player, the enemies will discover player after 5 seconds, and they will come to player very fast and attack the player.

Name: hungry dargon

Discription:

2D platform game

A dargon which spurts dargon breath arrcording to the stuff it eats.

The player will collect the fire fruit or ice fruit in the map. When player meets a ice thing or a fire thing, the dargon has to spurts corresponding breath to destory the obstacles.

A dargon which can spurts dargon breath to attack enemies. If there is no obstables between enemies and the dargon, after 5s, the enemy will quickly approach the player and attack the player until the player is dead or hide somewhere else. The goal is to kill all enemies in a current room to get to the next one.

An Archer who