

Aasritha, Trent, Madeline

A

Butterfly & Maze

- Butterfly has to successfully navigate through maze.
- Has 3 chances to, but if it runs into maze wall, it loses 1 heart.
- If it gets through successfully, it gets a gold star.

Stop Light & Car

- On-tick for stoplight (from past animation)
- On-key for car (user engagement part)
- Control speed/movement of car based on the light

Randomized color picker

- Spin the wheel but for colors
- 10 - 15 colors
- Confetting when color picked
- Resets after 20 sec

T

Pac-Man: Has 2 ghosts that end game when touch. Has pellets that give points when touch. Has walls that can't be passed through. Collect pellets to win

Simon: Has 4 colors that are chosen in a random order, and must be repeated back by the player. Sequence extends by one after every round.

Buzzfeed quiz: has multiple questions that give points depending on answer. Depending on total points, there will be ranges that determine what you "are" at the end of the quiz.

M

Flappy Heart

Heart flaps through rings and gains stars.

Has 3 chances to get through the loops, when it hits the loops or pass through the loops it loses a star

The maze is never ending.

Tetris game

- Uses different shapes to build onto one another and once full it will eliminate a row

Word guesser

- Kind of like wordle

John, Eli, Shiloh

Ideas

- **Undertale fight** - Shiloh
 - you would have to dodge moving blocks
- **Del sol ninja cat mod** - John
 - Have gas level that you have to pick up gas to replenish.
 - Have obstructions that will end the game when collision occurs
- **Fish jump** - Eli
 - Like the fish jump animation but where you can climb higher and jump to new trampolines
 - It will be challenging to get the background to scroll down
- **Fish ninja cat mod** - Eli
 - Dodge the bigger fish that will eat you while trying to eat the smaller fish.
 - It will have a hunger bar that goes down slowly
- **Cuphead boss fight** - Shiloh
 - you would have gravity and have to dodge attacks from a boss
- **Del sol cannon launch** - John
 - Have random spawning target on the opposite side of the screen
 - Be able to change the slope(trajjectory) of the Del Sol
- **A maze** - Shiloh
 - that you can't fully see you have to find a exit
- **Simple Car parking simulator from cool math games** - Eli
 - It will be hard to make they physics of how a car drives and steers
 - It would be easy to program the collisions
-

Bradshaw, Caleb, Peyton, Alexa

We talked about:

Fortnite with 1v1s,

2d Minecraft recreation and the challenges with an inventory type system

A turn based wizard 1v1 rock-paper-scissors type game and the difficulty that would come from implementing two players, especially something like rock paper scissors

A platformer and the difficulty with multiple screens/levels

A ninja cat mod with levels and a boss that you need to fight that has a gimmick like teleporting items around

A Pacman recreation

A Flappy Bird type recreation and the challenges that come with random generation and gravity physics.

FORTNITE BATTLE ROYALE (Including exclusive battle pass)

Lizette, Alexandra, Anya

Lizette: ideas	Alexandra	Anya
Snake game with maze	Hello kitty Flappy bird	Pet Grooming Sim
<ul style="list-style-type: none">- The snake gets put into the maze and has three lives if it hits a dead end it dies you must get three apples to win.	<ul style="list-style-type: none">- The original game of flappy bird but instead of a bird its the image of hello kitty	<ul style="list-style-type: none">- A simulator that lets you clean and stylize a dog
Pacman	Hello kitty pacman	Choose Your Own Adventure
<ul style="list-style-type: none">- I will change the little ghost and leave the rest the same	<ul style="list-style-type: none">- The hello kitty is the pacman and the bows will be the food and the ghost will stay the same just pink instead of white	<ul style="list-style-type: none">- A halloween themed hunt for candy while trick or treating
Flappy bird	Hello kitty launcher	Whack-a-Mole
<ul style="list-style-type: none">- Instead of a bird it will be a pumpkin and the setting will be spooky poles	<ul style="list-style-type: none">- The hello kitty would be launched into a wall of bows	<ul style="list-style-type: none">- Maybe not moles but something being smacked :(

Group 1

Ideas:

- We talked about angry birds
- Driving games
- Pac-man
- Roblox
- Gta 6
- Loteria
- Flying Games
- A maze
- A matching the logo to each other (memory)

Game Descriptions and Drawings

Your Name

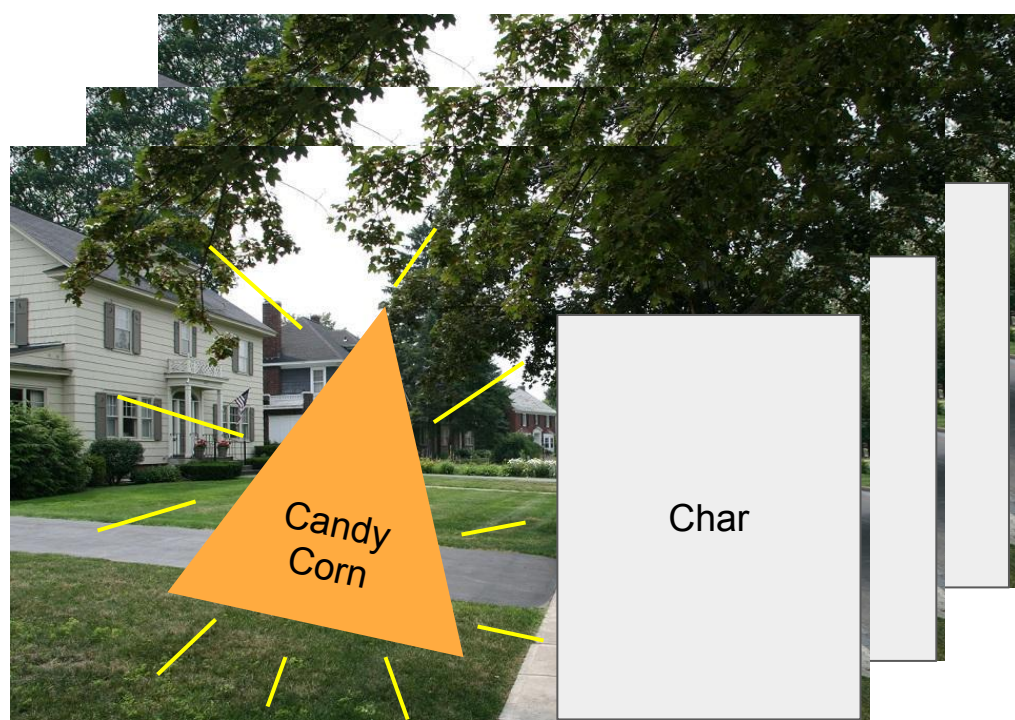
- Description of your game from the player's perspective.
 - What will they see?
 - What will they have to do?
- Sketches of the game

Start with the simplest aspects of your game, so that you can later define the basic fields needed, and create a draw-state function

A.R.

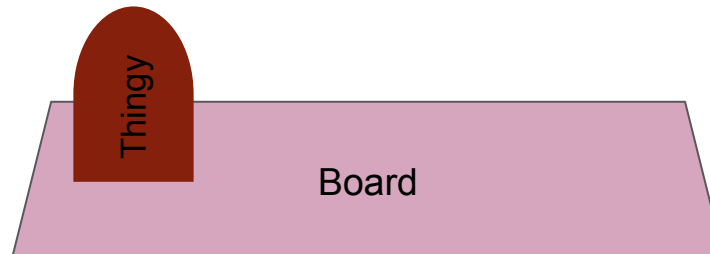
Choose your own adventure

- Talking to different characters (Either on the sidewalks or at their doors)
- Depending on what you say to the char changes how much candy you get
- Going around and trying to get the most candy



Whack-a-Thingy

- Have a grid of certain keys to press when a thingy pops up and hitting the key makes it go down on the why axis behind the board



M.B.

Flappy Heart

- A heart goes through rings and gains stars but if it misses the hoop or hits the ring it loses a star after the third try.

JT

What the Player sees

- *A Honda Del Sol that gets launched out of a cannon that you can change the trajectory of the Del Sol.*
- *The cannon will rotate with the change of trajectory to give the player an idea of where they are aiming.*
- *The score will increase when the target is hit and will not change if the Del Sol misses the target.*
- *The target has the same x-value, but the y-value will change to a random value after the collision takes place.*

What the player does

- *Player will have to change the trajectory with the "up" and "down" buttons.*
- *The player would then fire the Del Sol with the "space" keypress.*

TL

I am making Pac-Man

There will be a pac-man character that is controlled by the player, whose goal is to try to consume all the pellets found within the maze. There will be two ghosts that travel around the maze themselves randomly, and if they touch the pac-man, they will reset the game. There is a good chance that no power pellets will be there, as the ghost AI will be moving randomly and won't be the greatest of threats.

CJ

- Worm type of game free roaming while you collect coins and worm grows larger and the worm changes colors as well
-

AB

The game will be like the pacman game. But instead of it being a yellow

LF

I am making a snake maze game which would include a snake in a maze that only has three hearts but each time it hits a dead end it loses a life it needs to find 5 apples in order to win.

AF

I will be doing pac-man/spider-man

I would be changing the pac-man into spider man and the dots into webs.

Spider-man will have to get 5 webs to be able to win and complete the game.

If spider-man touches a black/green spider he dies and the game will restart.

IM

I will be doing the loteria.

But instead of it being the original pictures that the game has I will be changing the Pictures of the game to be different like characters or just random stuff. My code will have a number state tick that will randomly chose the cards and whatever number it pulls out and it will give you a phase and you have to try to figure out if you have that same picture throughout the phrase it gives. on the loteria card the picture will be foggy as if there was something on top of the picture. After your whole thing is complete you will get either a word phrase or a picture once fully completed.

If you don't know what loteria is it's like the hispanic version of bingo just better and more colourful.

EL → GTA-Fish

The thug fish is the main character, is on the left side of the screen. He can move around.

There are random assortments of other enemy fish, cars, and “funs” (fish+gun).

If the thug fish gets collides with a fun or a car then it will take it and use it for the rest of the game. If it collides with a car, it will “get-in” the car. If the fish collides with the fun then it will use it to “take care of” the other enemy fish. If the thug fish collides with an enemy fish then it will lose the game.

All of the objects will be randomly generated

Each car that they get will upgrade their score

AJ

Butterfly Animation & Maze

Butterfly has to successfully navigate through a maze. It will have 3 chances—3 hearts—to do so. If it runs into the walls of the maze, it loses a heart. Each time the butterfly successfully passes through the maze, a screen that says “You Win” (maybe something else) will pop up and 15 seconds later, it goes to the next level. Once all 3 of the hearts are gone, GAME OVER.

SVD

A black background with a outline of a white square at the center bottom of the screen but isn't all the way down while you are in the square you will have to dodge lines and other attacks that come through the box to kill you. After the attack of your opponent you can either do nothing, heal or attack. Attacking will have a bar appear and you will have to time your click to get to the center of the bar. When healing a menu will open where you can select how much you want to heal.

JS

Flappy bird type game

- Which consist of a of a bird avoiding hands from the sky and ground. And what I'm gonna do a cartoon bird avoiding hands. When hitting one of these hands it's a game over. But if not it will go on forever. It's a bird stuck in a walmart and trying to escape. But because the bird doesn't know what the people are doing. Therefore avoiding capture.

PR

I am making an Air Hockey type of game.

It will have two sides, two players, and a puck. The objective is to hit in a specified zone on the opposite players side. There will be multiple aspects to the puck so when you hit it, it would be diagonal, and another spot would being hit would make the puck to go straight. The player will be red, and the puck will be blue as well as a scoring system that could be seen somewhere on the screen. The player can move on the x and y and the objective is to hit an end zone that isn't yours and compete against the other player.

EZ

My game is going to be this board that has holes and ducks come up and you have to try and whack as many as you can. There are butterflies and if you hit them you get a point taken away. At the end if you get more than 5 ducks you win a prize.

FS

- Infinite drift game with obstacles points given through drifting around objects, longer you drift the more points you get .

Data Fields

- Choose one of the games on your given board (if more than one)
- Determine which things are changing for the PLAYER in the game (don't worry about the other objects yet)
- Determine possible fields for the PLAYER. The fields should be simple data types for now: Number, String, Boolean

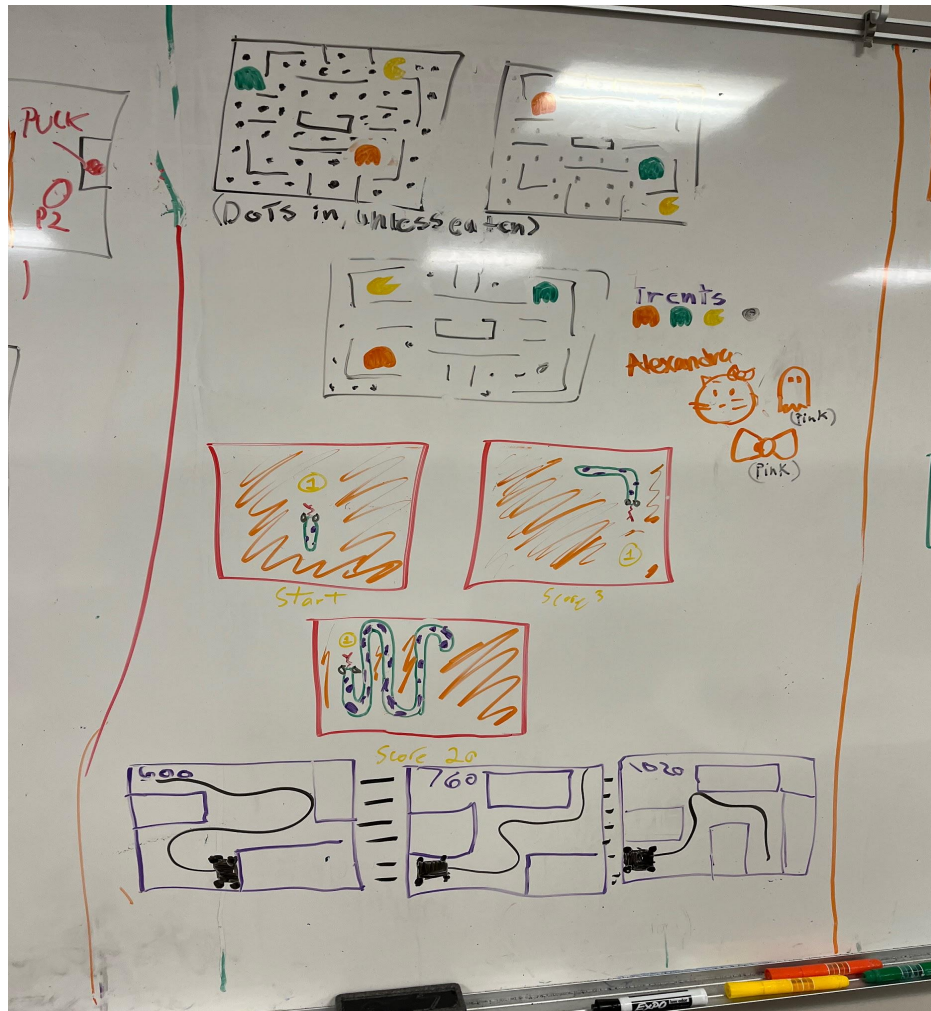
Group 1

Pac-Man moves around the maze screen avoiding ghosts and collecting dots. It moves at a constant speed in any four directions, unless a wall is in the way.

Snake moves around the screen at a constant speed, in up/down/left/right directions. It starts as a single square. If it eats food it adds a square that follows the path of the snake.

Game over if the snake runs into itself or the edge of the screen.

Car drives around the screen continuously and cannot hit any obstacles. Car takes time to speed up and slow down in any four directions (the speed quantity is called "velocity" and its rate of change is "acceleration")



Drifting simulator

All numbers...

x position

y position

x velocity

y velocity

x acceleration

y acceleration

Pac-Man

All numbers...

x position

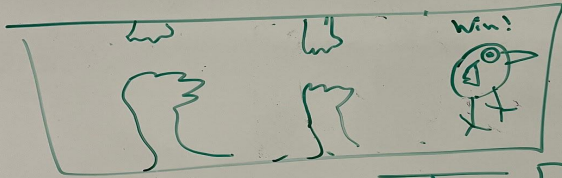
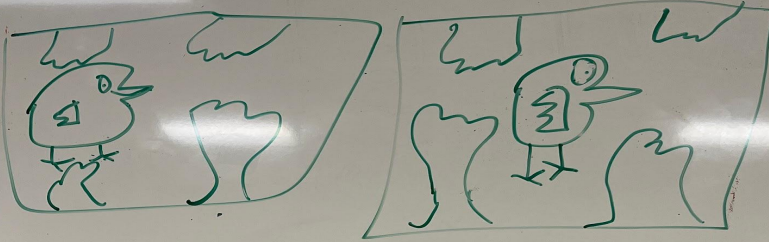
y position

power-up or not

Later: use a list to track where pac-man is on a spreadsheet

Group 2

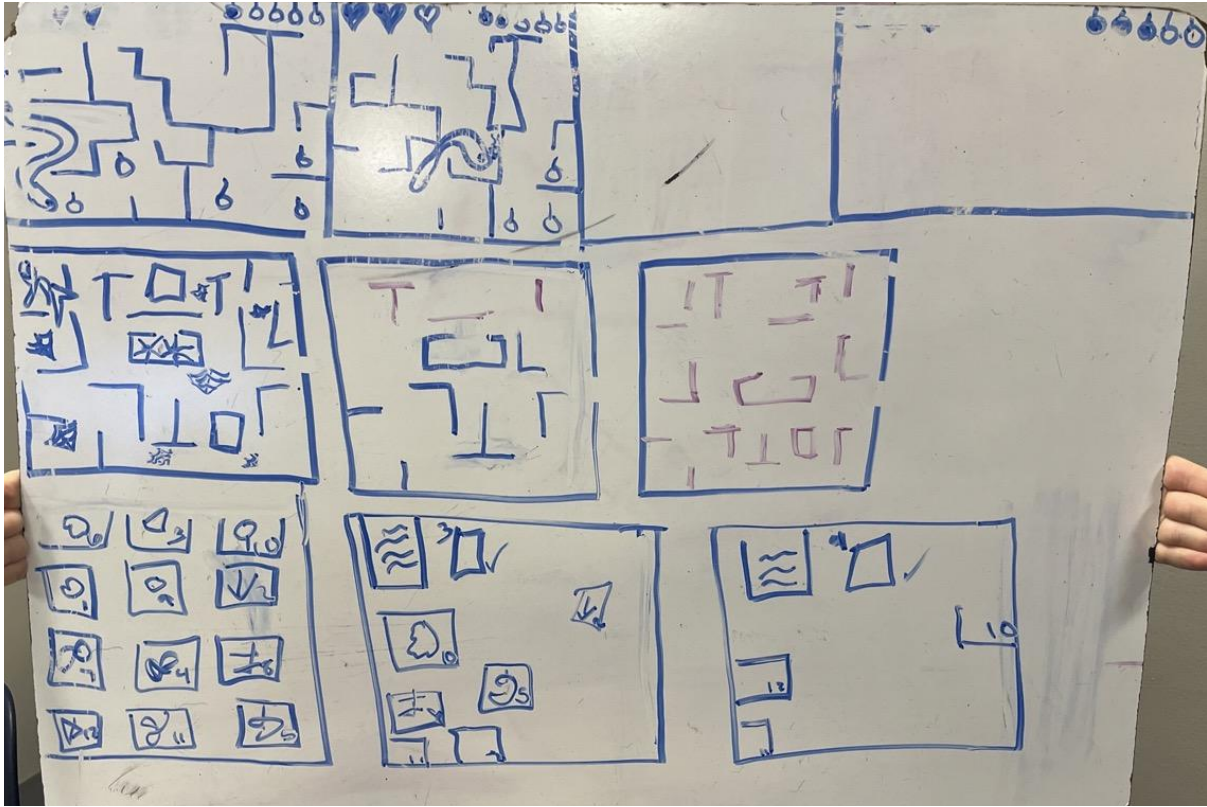
Bird tries to avoid obstacles as it flies. It falls when it's not "flapping"



SP - TREE

Group 2

Maze game



Loteria game

Maze Game

x position of snake

y position of snake

velocity of snake

Flappy Bird

y position :: Number

y velocity :: Number

y acceleration :: Number

Group 3

The user chooses options on the screen and the story changes with the choices

Heart tries to fly through rings as it flies. It falls if the user is not hitting the key that makes it fly.

The car is shot from a cannon at an angle and with a speed that the player determines. It flies in a parabolic trajectory. The object is to hit a target.



del Sol Launcher

cannon

angle :: Number

initial velocity :: Number

Heart Jump

ypos :: Number

velocityy :: Number

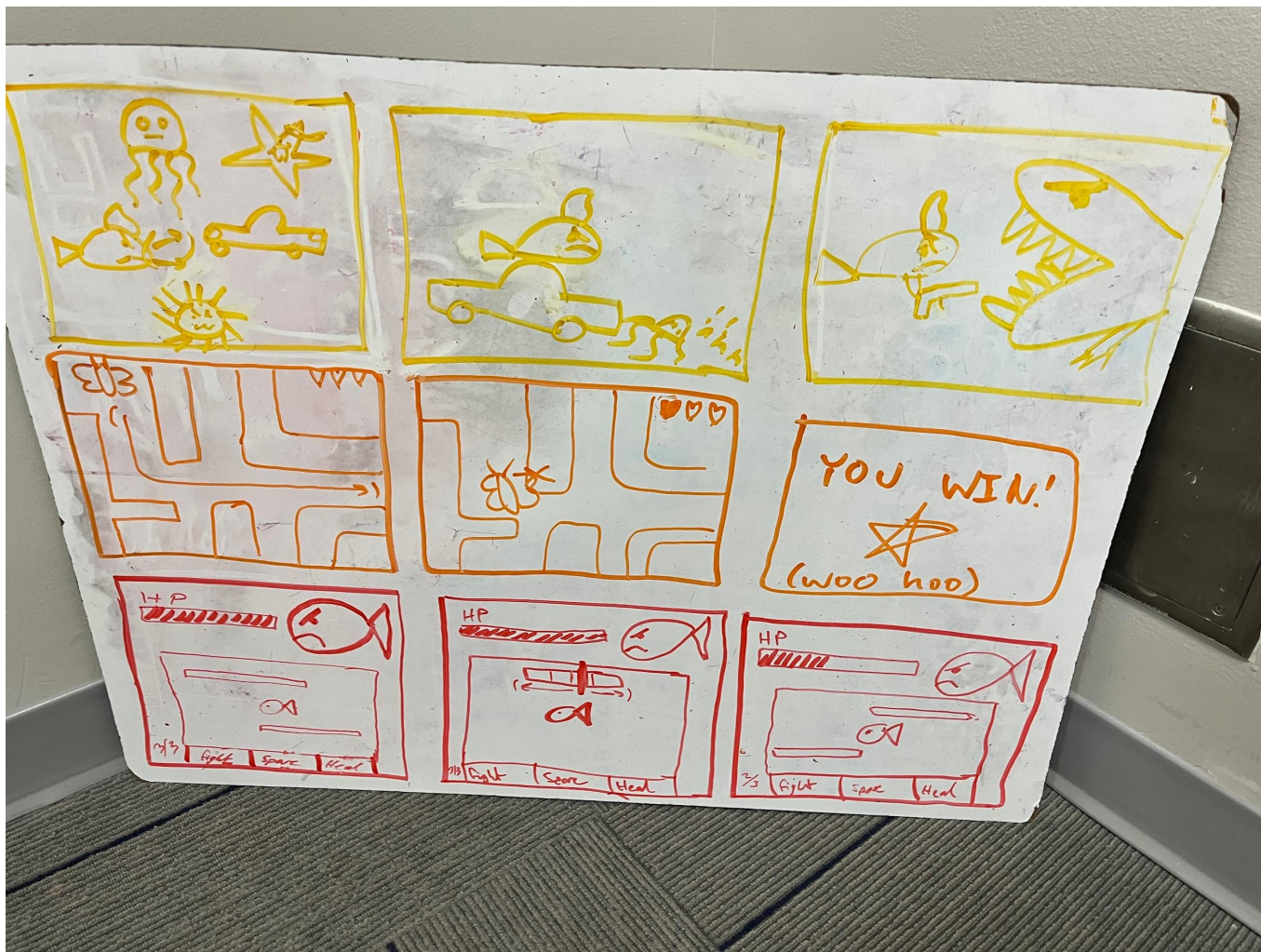
accel :: Number

Group 4

The fish floats through the water. It tries to avoid obstacles and gain powerups.

The butterfly moves around the maze. It cannot touch any walls.

The fighter avoids objects sent by the bad guy. It also has attacks that it can use, where a timed power meter determines the power of the attack.



Butterfly Maze

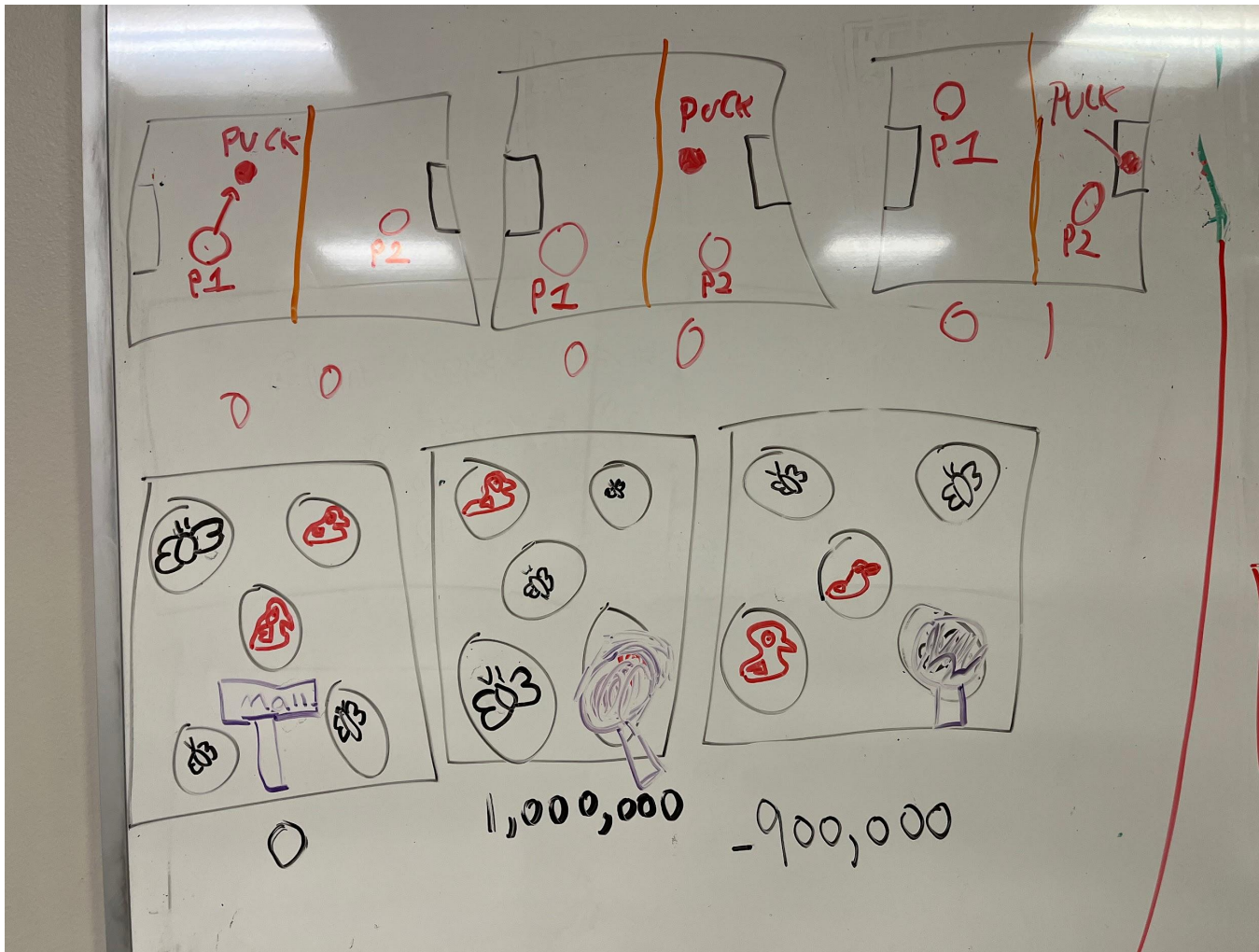
x position

y position

Group 5

The two players hit pucks toward their opponents goal to score. The puck travels in a straight line unless it hits a wall or a player.

Objects appear in the circles. If the user hits a duck, it gains points. If it hits a butterfly, it loses points



Whack-a-duck

x position of mallet

y position of mallet

hit :: Boolean

Air Hockey

hockey sticks

p1 x position :: Number

p1 y position :: Number

p2 x position :: Number

p2 y position :: Number

Ask two questions Oct 9

How do we put these into a “world” data structure?

Data structures do not have to only hold collections of simple data. Since structures are themselves data, we can make a data structure that contains other data structures! For example a world can hold a position.

Why are we working on all the games and not just ours?

- So we can use the whole class’s brain to work on the problems
- So you can think about planning the basics of a game under less pressure (you aren’t worried about whether it’s perfect if it’s not your game)
- So we can identify similarities between games and use those similarities to our advantage
- Ideally someone else will have done some of the difficult thinking for you!
- This forces you to run your ideas by other people before committing to them 100%
- Think about any sports movie where the main character receives advice that seems strange at first, but is actually the key to winning...