

Easy

{Involves basic programming such as using pen tool}

Name bouncer-Has the letters of a name and bounces when clicked and make a line

Drawing tool- Make a drawing tool that allows you to draw in several colours

mouse avoider game- Make a maze for the mouse cursor and make it to the finish without the cursor touching any boundaries

Medium

{focuses on sprite interaction more and uses some variables and preferable keeps score}

basket catching game-make random objects drop in random places with a random speeds and moves downward to a basket that is used to catch the objects also keeps score.

sprite adventure game- make a sprite that is controlled using a keyboard and make him go on an adventure and the game must have: enemies,ways to lose, and an objective

interactive drawing game- make a drawing game and have sprites that can move react with colours that are drawn by the user.

Hard

{involves more complicated programming with many sprites and many variables}

Platform game- similar to super mario this game must have: gravity which may or may not include acceleration, but must have gravity, platforms that a sprite can stand on, deathtraps,enemies,different rooms, and an objective

Shooter game-make a sprite that can shoot objects at enemies to score points. Whatever the bullet sprite is it must return to the player after being shot so that the player can shoot multiple times, this preferable has a script to increase difficulty. This can be integrated with a platform game

Role Playing Game- Probably the most complex of all in this game a player must defeat monsters using a battle system that involves at least: Attack Points, defense Points, Health Points, Magic Points, and preferably gold or money, experience and levels and any other things that can go into the formula of taking damage. This can or can not be turn based and game play involves the player adventuring and attacking monsters and the monsters take damage based on the battle formula that has attack points defense points ect.

If you are confused about any of the following projects feel free to tell me and I'll try to help.

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