

Group	Project	Technologies /Features	Mentors	Physics Mentor	Animation Mentor	Graphics Mentor	Questions/ Suggestions	Preparation/ To-Dos
Group 1	"Hangdroid" Hangman w/Evil Robot, Mad scientist	Animations, Game Logic, 2D Graphics	BC		BC (Reg Animation)	NS (Force field, robot,	No gestures - use keyboard, Use DevPh1, Add/Subtract or simple adding parts?	
Group 2	Astronaut Falling (Hangman variation)	Animations, Game Logic, 2D Graphics	VG, BC	VG (no speed adjustment, sound adjustment)	BC (Moving clouds, scrolling background, spikes or mattress)	NS (Mattresses, spikes, buildings, sky, astronaut, streaks)	Add wrong letter limit,	
Group 3	"Breakdroid" Reworked Pong --> Breakout!	Physics, 2D Animations, Powerups	AA, BC	AA (Brick collision, # of lives, scoring, paddle size, ball control)	BC (Breaking Bricks)	NS (Brick images, paddle images)	Immediate powerup effect-->paddle size, ball speed. Take out time. Score based on	Suggest alerdialog animation.
Group 4	Hangman Trivia (Robot getting sucked into blackhole)	Animations, Game Logic, 2D Graphics, Random Logic, Timer	CN		CN (Animation timing)	NS(Robot, Space, Blackhole, Planet)		
Group 5	Xtreme Pong!	Physics, Powerups,	AA	AA (Ball collision and ball control)		NS (Ball powerup images)	Suggest flat obstacles, ball control.	

Group 6	Hangman with Bomb Fuse, Wheel of Consequences	Animations, Game Logic, Random Wheel, Timer	CN		CN (fuse animation), BC (spinning wheel, timer countdown)	NS(robot, bomb, fuse, wheel, story)	Suggest fuse steps instead of smooth transition; just 1 wheel instead of 3; only one timer		
Group 7	"DroidDoodle" Blueboard Expansion	Custom Drawing, Importing of images, erasing, audio	CN		CN (saving with version numbers, sequencing for animation with audio)		incremental saves to create flip book		
Group 8	Nuts about Pong! (Dodgeball)	2D Animations, Game Logic	BC, AA	AA (Ball collision and opponent algorithm)	BC (Crying Squirrels)	NS (Squirrels replace paddles, background images)	Powerups for ball? "Concreteness"	Highlight physics code	
Group 9	Hangman (Five Letters)	Bluetooth	VG	VG (Bluetooth-split screen,word mismatch logic, initial word validation, local copy of dictionary)			Dictionary use and redundancy check for initial word validation. Can use any letter combination for game.		
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Available Mentors	Mentor Expertise
Charles Norona	Programming
Victor Gallego	Programming
Brian Chamba	Programming
Alex Andresen, Pong	Programming, Pong
Suleyman Turgut, Blueboard	Programming, Blueboard

Fran McAfee, **All video productions** Video Productions

Norman Silva, **All Artwork** Art Work

Available Mentors

Mentor Expertise