

Potential Projects

1. Develop an AR App to Help Study Car Accidents
 - a. Challenges
 - i. I have worked with AR before, but I would have to have some more knowledge about it
 - b. Opportunities
 - i. Knowledge of working with a team outside of GDD
 - ii. Networking opportunity
2. Keep working on Color Shooter
 - a. Challenges
 - i. Come up with future levels and mechanics for better player experience
 - b. Opportunities
 - i. Main mechanics work fine for future polish
 - ii. Publishing opportunities for fleshed out game
3. Keep working on Neon Flip
 - a. Challenges
 - i. We were planning on adding controller support with the new input system, a lot of the movement scripts for keyboard are going to be rewritten
 - ii. Create a system to autogenerate levels for a sort of endless mode for future release
 - b. Opportunities
 - i. There is a lot of that could be added if would be released, like player customization