

1. Design/Pseudo-code a system and/or program to keep track of a conference's sports teams, players, scores, coaches, and referees.
2. Design/Pseudo-code a system and/or program to keep track of a school's extra-curricular activities, the members, events, and sponsors.
3. Design/Pseudo-code a system and/or program to keep track of a personal library of books that can be loaned out to friends.
4. Design/Pseudo-code a system and/or program that is a multi-player 1st person shooter game.
5. Design/Pseudo-code a system and/or program that is a multi-player/single-player puzzle or race game.
6. Design/Pseudo-code a system and/or program to keep track of students in two or more classes, which computers they use, the programs they use, and their internet usage..
7. Design/Pseudo-code a system and/or program to keep track of a schools technology devices, which class is using it, which classes have used, condition, costs, and any updating that needs to be done..
8. Design/Pseudo-code a system and/or program for a lawn care company that keeps track of customers, equipment, schedule of work, and schedule of equipment maintenance.