

One Percent

Project Idea:

An application that caters to the top one percent of the population and incentivises them to donate to causes or fundraisers that may be of interest to them. The application works by first asking the user a series of questions relating to what type of things they care about and how much money they're willing to donate.

The first question might ask the user if they have been affected by natural disasters or if a loved one has been affected by a chronic illness. Another question may be targeted at whether or not the user expects something in return when they donate; in which case the application will suggest fundraisers that award small items such as a hat or water bottle when certain donation goals have been reached.

The goal of this application is to target people who are proportionally wealthier than 99% of the population and who want to give money to those in need, but don't immediately know where or who they can donate to.

Main Features (Must Haves):

- User questionnaire to find out what they are interested in
- User login to store questionnaire data
- Fundraiser goals and prizes, like a Kickstarter
- Search for relevant causes related to user's interest
- Calculate recommended donation in reference to how much user would like to donate
- ROULETTE WHEEL TO DECIDE HOW MUCH YOU DONATE OR WHICH CHARITY
- Application suggests fundraisers depending on user inputs
 - May provide a smaller or larger organisation to donate to
 - May provide an organisation that donates to animals
 - May provide an organisation that donates to natural disaster relief
 - May provide international/local organisations

Additional Features (should haves):

- *Potential sound when the wildcard button is pressed*
- *Link to PayPal*
- *Choose whether is fundraiser is a live event*
- *Uninstaller to delete app*