

Group 5 Pitch

Members

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We have chosen two pitches from the app requested list shared by the professors. We chose Professor Beth Johnson's Idea about the geology collection at the UWO Fox Cities Campus and Professor Bryan Lilly's idea about making a family feud style learning game. Scroll down for the pitches. We pick Professor Bryan's idea as our first option and Professor Beth's idea as our second choice.

Tools and Products

Snapchat: for direct communication

Microsoft Teams: for video conferencing if we need

GitHub: for version control system

Monday.com: for project management and task communication.

Geology Collection

Motivation

The extensive collection of rocks, minerals, and fossils in the geology department (numbering in the thousands) is currently using google sheets to organize their collection. Our group realizes that this is a great opportunity to innovate and update the organization of the collection. Having an application for storage and user interaction will allow members of the geology department to better store their data and search for items in the collection which will save lots of time and effort.

High level Functionalities

Export the data from google sheets to some kind of data storage (database / file system)

The ability to add, edit, and delete items in the database.

The ability to search for individual items by ID number, rock type, name, collection location etc.

The ability to list and view all the items, so organizers can easily identify the rock.

Family Feud

Motivation

Our group is having a great desire to produce an educational Family Feud game.

Having watched Family Feud, we believe this could be an entertaining project to create to only enrich the learning environment at the University. The project has been requested by a professor of Marketing in which the game could be used in her class and in many others around the campus.

High Level Functionalities.

The ability to collect data from multiple spreadsheets.

The ability to process the collected data and categorize it..

The in-game processes like, creating random teams, keeping track of the score and adding sound.