Topic: ChemCam App

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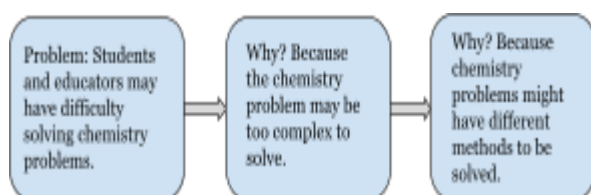## PROBLEM BACKGROUND

- ❖ Many students may have trouble solving chemistry problems.
- ❖ Students and even educators may sometimes forget the steps required to solve these problems.

TARGET

The goal of this platform is to create an easy way to understand and solve chemistry problems. It allows the user to see the step-by-step process of how the problem is solved.

CAUSES

COUNTERMEASURES

- ❖ It is an accessible app that anyone can download easily.
- ❖ Gives users an easy understanding of the problem they want to solve.
- ❖ Since users will be able to see the step-by-step solution, they will be able to analyze in detail the process of how the problem is solved.

CHECK/EVALUATE

- ❖ The project's success will be determined by the growth and use this platform receives.
- ❖ How friendly the users find the application will define the success.
- ❖ The project's failure may be due to the users depending too much on this platform and not using their own critical thinking.

ACT/STANDARDIZE

- ❖ The success of this platform will be guaranteed by continuous updates, developments and promotions.
- ❖ Receive the users feedback for improving the app if needed.
- ❖ The team can gain the knowledge that may be applied for future courses and projects.

Topic	Author	Date
Colegio EATS	Genesis M. Torres	01/25/2022

Problem Background

Normally students have the problem of not having enough time to eat between classes or exams to go get something to eat at the cafeteria or they simply do not want to walk to the cafeteria. Well, this app would solve that problem because you could make the order ahead of time so that their food can be delivered, and the student/professor can still be on time and with a full belly.

Countermeasures

By creating an app (iOS or android) this problem would be solved. The app will have a service fee which will be used to pay the person that delivers the food, this is also an advantage for those students who want or need an extra income. It will also be user friendly, with different mockups assuring that everyone is able to use it.

Target

Every person at the university gets to have their food on time instead of waiting in line at the cafeteria or to wait until the class or reunion is over.

Check/Evaluate

Make sure the design is user friendly. Test the payment method (crucial part) and do a market testing to make sure that it all runs smoothly and that the location services in which the food will be delivered are precise.

Causes

By talking to some of the students in the university this is a problem which a lot of them endure, since normally there are long lines at the cafeteria and normally there is a 10-15 min gap between classes which leaves no room to go and buy something. Because of this some students would rather go hungry than be late for their classes

Act/Standardize

Continue gathering the user's response and critiques that could make the app better. Keep updating the app so its up to date with its operating system.

Problem Background

Within the online gaming community there are many competitive

team based games with big player bases that have matchmaking

issues.

These issues are mainly seen with players that 'solo queue', meaning

they Queue a game with random players and not with friends or

teammates they are familiar with. This can lead to teaming up with

players that may be toxic, cheating, incompatible with your playstyle or

long wait times to find teammates and games. This causes many players

to begin disliking the game and its community, causing them to

eventually quit playing the game.

Target

- Create an environment where players can quickly and easily find teammates on similar skill levels and playstyles. Enable the feature to schedule dates the player will be available.

Causes

- A game like Rocket League had a dedicated game mode for players who enjoyed playing 3vs3 only with random teammates, solo queue, and cannot play with friends or a set team.
- Of 198,000 concurrent players on a weekday evening, just 1,100 are seen playing in this game mode.
- The game mode has 17,000 players less compared to its team allowing counterpart.

Countermeasures

To facilitate the process of finding likeminded teammates on the same skill level we will: • create forums where players will create posts containing all their information (skill level, experience, qualities, etc.).
  • Once a team has been made the post will be closed, and the members can communicate and start playing.

To make the process faster a user's post will only be visible to other users while they are online waiting to fill up their team or they choose to stop waiting for potential teammates. We can also have an option, similar to regular matchmaking of most games, where you can be matched with users that also made a post recently in your skill level. The difference from regular matchmaking is you can have time to coordinate and strategize before the game instead of going in with no plan and zero chemistry.

Check/Evaluate

- Users will be able to find likeminded teammates at the same time it would take for regular matchmaking to be done.
- Users will be able to make new friends and have a more enjoyable time playing a game and not have to encounter as many toxic teammates that will ruin their good times.

Act/Standardize

- We can use this kind of application in other entertainment industries to help users find people with similar interests. For example, people can create groups for discussion over movies they like or dislike.

Topic: Tire Service Application	
Problem Background: People sometimes complain about having to go to an auto part to buy tires or must wait too much time for help to replace a flat tire.	Countermeasures: Help people with the need of a new or used tire in case they want the tires to be delivered or help them in case of a flat tire. The application also helps find the nearest service for a much faster delivery.
Target: People who needs tires but are too lazy to go to an auto part to buy the tires and deliver the tires. Also, to help people that needs to replace a flat tire and change and sell the desired tire.	Check/Evaluate:
Causes: People need a tire at late hours and the auto parts are closed. People get a flat tire, and the service distance is too far and need a tire urgently. People want a tire delivered to their homes but can't find anybody.	Act/Standardize:

Topic:	Author:	Date:01/25/2022
A3: Mobile lab service, West Puerto Rico.	Gabriela Cardona Blas	

Problem Background:

Lab test are essentially part of human health, we use them as a routine checkup to look for changes in your health and help doctors diagnose medical conditions. Often people have problems trying to make an appointment to a lab, because they have to schedule a day to go to a lab corp. and be in waiting rooms and the process takes more time or people just can't make it to a laboratory because of transportation issues like some elderly people have that don't drive or as a security measure specially during this Covid-19 pandemic or they are having an illness or disability that cannot travel or just don't want to drive to a lab. With this app those problem would be solved. The user can schedule an appointment in the application at any convenient time and can choose what test that the patient needs to get a certificate lab tech at the comfort of your own home.

Target:

Elderly people, and people that do not count on reliable transportation or just people that do not want to get expose on any sickness.

Causes:

This problem occurs when people make an appointment at a lab and the days available to assist in the laboratory conflicts in the daily schedules of many individuals or they simply do not count on reliable transportation. Also, if they do not drive or by the long distances to the location to received service and this would make more beneficial to the people who struggles with a busy schedule.

Act/Standardize:

Gather feedback from the app user on a scale of 1 to 5, make sure the software it's running efficiently without any bugs, Update the app regularly and always looking forward for new services and clients to ensure the users satisfaction.

Countermeasures:

By creating this app or website most of those problems can be solved. Can help cut anxiety level about traveling to a facility, eliminates traffic times and cost of transportation. A lab tech goes to your home take the test quickly and safely and can make multiple tests to the patient at the convenience in their home avoiding exposure to infection and to provide privacy.

Check/Evaluate:

Countermeasure	Goal	Evaluation
Design a GUI and implement base code	6-Sep	**Passed**
Research and add Lab corps clients to project	20-Sep	**Passed**
Create user interface Software design and arq.	6-Oct	**Passed**
Report and Demo	29-Oct	**Passed**
Make updates and bug fixes	10-Nov	**Passed**
Some Polish and launch final version	20-Nov	**Passed**

Topic: Sellbooks Colegial	*Authors:* *Ricardo Storm*	*Date:* *January 25, 2022*

Problem Background:

When students pass their classes they often do not reuse the materials and books they bought foí those classes. While on the otheí hand students enteíing those classes foí the fiíst time do not find cheap books and mateíials to meet the íequiíements of the couíses. What if we can make money while otheí can íeuse ouí old mateíials.

Target:

To develop an efficient way for college students to buy and sell materials and books they have already used from their past classes so that they can generate an income or acquire the materials and books they need for their new courses.

This way it would be possible to reuse the old books of the students and the materials that would never be used again in the academic course.

Causes:

Due to the few resources that many students have it is necessary to buy the books or second-hand materials. Many students take care of their materials and books since the next semester they can obtain some of their money back. they print banners of the materials they offer and are available for sale

Countermeasures

Develop an app that improves interest when selling books and other items that students do not use. The user will have a platform to buy old university utilities. Users will also be able to show the books and tools that they hope to be able to sell next semester when their classes end and those materials are obsolete.

Check/Evaluate

Sellbooks Colegial is thinking to facilitate communication between students who want to sell and buy books and materials so that at the beginning of the university semester each student has the necessary resources for their classes and laboratories.

Act/Standardize

This section will be used to mark our progress.