**Develop each of your ideas a little more. Do some background research and look for existing solutions. Evaluate your topics thoroughly and then choose TWO to continue with (or your advisor will have discarded one or more already). Write up a short explanation of each topic, that describes it more than you did for Milestone 1. Additionally, answer these questions for each topic:**

This app would be for fishermen so that they are able to go to a place to fish and what type of fish are legal at a particular place. This would be a web app that would allow someone to be able to go and look for fishing locations around them and once they find one it will give them the info needed to go to that place. Such as: The type of fish at the location and how many were stocked and when the date was so that the person would be able to make an informed decision. They would have pictures of fish from particular areas so when you catch something you can tell if it is legal for the site. This could include info for parking rules from a place. This would likely use the State of Oregon API in some fashion to get the information. It could include info on how to fish and best practices.

* What is new/original about this idea? What are related websites/apps? (Be able to answer the question: isn’t somebody already doing this?)

1. There are not currently any web applications that we could find that provide information specific to a particular place. Currently, a person must obtain documents from a fish/game store and then carry the book around with them. Also, the laws/rules change often and it is difficult for folks to keep up with changes that are taking place from location to location. If we are able to link GPS to it then we may be able to automate some functions based on locations.
   1. I was able to find android apps for this type of thing: such as FishAngler and FishBrain but they are both app oriented.

* Why is this idea worth doing? Why is it useful and not boring?

1. This is worth doing because fishermen spend allot of money and time trying to catch fish and if they are able to get better information their cost and/or waste will be reduced.
2. This would get more people involved in going to Oregon Parks and help children learn to fish and know what places are child friendly or good for beginners (lake vs. rapids).
3. This would also eliminate legal issues that happen for people who do not have access to rules or regulations and thus fish for game that is not legal to a particular place (not legal: based on side, location, time of year and spawning practice.

* What are a few major features?

1. Being able to see the locations within range to go to.
2. See the type of fish stocked or native to an area.
3. Link to go and buy a fishing license(s)

* What resources will be required for you to complete this project that are not already included in the class. i.e. you already have the Microsoft stack, server, database so what else would you need? Additional API’s, frameworks or platforms you’ll need to use.
  + 1. Oregon Department of Fish and Wildlife API (somehow).
* What *algorithmic content* is there in this project? i.e. what algorithm(s) will you have to develop or implement in order to do something central to your project idea? (Remember, this isn’t just a software engineering course, it is your CS degree capstone course!)
  + 1. Well an algorithm to decide what the best location is in the basic area.
    2. We could come up with a likelihood of it being a good time to go fishing (weather crossed referenced with stocking fish and time of day).
* Rate the topic with a difficulty rating of 1-10. One being supremely easy to implement (not necessarily short though). Ten would require the best CS students using lots of what they learned in their CS degree, plus additional independent learning, to complete successfully.
  + 1. It would be about a 7 for difficulty depending on the features and modules that are going to be included. The goal would be to make it module so that we can add or take away certain features.