Though I wasn’t overly thrilled by any of my ideas (and intend to keep thinking about this over the next weeks), I have a few that I think could be reasonable. The first would be a kind of fake sports betting app. The user wouldn’t actually bet money, but the app would track how much money they would have made for an event or over a period of time.

First, it would interact with an API or do web scraping to find the odds for a given football game or boxing match. The user would input a bet on a match (or multiple in the case of a fight card – programming the app to deal with parleys would be interesting), and the app will record it. Then, when the event happens, it will again interact with an API or use web scraping to figure out whether the player won or lost. The new updated balance is saved, and this process repeats for various events. Then, when the player has made bets on various events, the app should be able to make a graph to visualize a player’s success (or lack thereof) more easily.

The basic things the app would need: A user interface. The ability to save user input information over time. The ability to interact with a sports API if possible, and if not, it will need to be able to perform web scraping to determine the event and the betting odds. Once entered, the app needs to determine whether the player won with further web scraping, and update his total accordingly. Then, when several events have occurred, the app must be able to display the results not just as numbers but as a graph. Hitting these requirements would, in my mind, fulfill the MVP. At that point, anything further we added would just be a bonus.

I know we were only supposed to write about one, but I want to briefly mention that I was pretty into the idea of making a basic cryptocurrency trading bot, one that would be intended only for use of test nets (no real money being invested, merely a test of the bot). That having been said, I was told that using React to make a crypto bot would be like “trying to use a hammer to slice bread”, so perhaps that isn’t ideal.

The other idea that I liked was creating a roguelike game. A roguelike game is a randomly generated dungeon/level where you keep playing until you lose, and your score is recorded. A randomized grid could be build with a player character, enemies, and items. Perhaps a basic leveling mechanic. The player gains score the further they progress. I know that React can do this, but I don’t know if it’s ideal.