**Project Idea: Educational Resource Distribution Platform**

This project would address the limited access to quality educational materials in many African countries, especially in rural areas. It combines elements from your suggestions, particularly:

1. Creating a web service that uses APIs
2. Importing and visualizing data
3. Shipping an Android app

Here's an outline of the project:

1. Web Platform:
   * Develop a web service that aggregates free educational resources from various APIs (e.g., Khan Academy, Coursera, or local educational content providers).
   * Create a database to store and categorize these resources.
   * Implement a user-friendly interface for browsing and accessing content.
2. Data Visualization:
   * Import data on education access, literacy rates, and internet penetration across different African regions.
   * Create interactive visualizations to help identify areas most in need of educational resources.
3. Android App:
   * Develop a companion Android app for offline access to downloaded educational content.
   * Implement features for peer-to-peer sharing of educational materials to overcome internet connectivity issues.
4. Resource Optimization:
   * Implement compression algorithms for text, images, and videos to reduce data usage and storage requirements.
5. Analytics Dashboard:
   * Create a dashboard to track usage statistics, popular content, and user engagement.

This project addresses several key aspects of the education problem in Africa:

* It improves access to quality educational materials.
* It works around limited internet connectivity through the offline app feature.
* It provides insights into educational needs and usage patterns across different regions.

Team Members:

1. Porepeya
2. Njogu
3. Mohamed

Week 1 Plan (8-12 hours/day):

Day 1-2: Project Setup and Basic Web Platform

* Porepeya: Set up the project repository and basic web server structure
* Njogu: Create the database schema for storing educational resources
* Mohamed: Research and select appropriate APIs for educational content

Day 3-4: Core Web Functionality and Basic Android App

* Porepeya: Implement basic API integration for fetching educational resources
* Njogu: Develop a simple user interface for browsing content on the web platform
* Mohamed: Set up the Android project and create a basic app structure

Day 5-6: Data Visualization and Offline Functionality

* Porepeya: Import and prepare sample data for visualization
* Njogu: Create a simple visualization of education access data
* Mohamed: Implement basic offline content storage in the Android app

Day 7: Integration and Testing

* All team members: Integrate components, perform testing, and prepare for demo

This plan focuses on creating a Minimum Viable Product (MVP) within a week. Here's how you can extend the project beyond the first week:

Extended Plan:

Weeks 2-3: Enhance Web Platform and Android App

* Improve the user interface and user experience
* Implement user authentication and profiles
* Enhance content categorization and search functionality
* Develop peer-to-peer sharing feature in the Android app

Weeks 4-5: Data Visualization and Analytics

* Create more complex and interactive data visualizations
* Implement the analytics dashboard
* Integrate real-time usage statistics

Weeks 6-7: Resource Optimization and Advanced Features

* Implement compression algorithms for various content types
* Develop advanced offline functionality and syncing
* Add features like progress tracking and quizzes

Weeks 8-9: Testing, Optimization, and Deployment

* Conduct thorough testing and bug fixing
* Optimize performance for low-bandwidth environments
* Prepare for deployment and launch

This extended plan allows for a more comprehensive implementation of your project idea. You can adjust the timeline based on your team's availability and progress.