Project Charter

CS407 Senior Design - Spring 2018

David Worley, Harris Christiansen, Jason Shipp, Lena Arafa, Nicky Semenza, Ben Bemis

---

‘CryptoCards’

Problem Statement

The team seeks to create a web-application for trading online playing cards with other holders worldwide. The web-app will be powered by the blockchain technology Ethereum, drawing the attention of many crypto-holders worldwide. A fun, game-like technology on the Ethereum network could potentially draw very high trading volume.

Objectives

1. Design a simple web-app for playing the card game, and trading cards with other users.
2. Set up the game mechanics so that cards have descriptions, stats, and bonuses, and unique combinations of playing cards have higher strength than others.
3. Develop an Ethereum ERC67 token for representing the trading cards on the Ethereum blockchain network.
4. Develop a Marketplace/History of trades, which users can search and purchase trading cards on.
5. Develop a High Scores table, showing the top wallets with the best playing card sets.
6. Make sure the web-app is well designed and appealing to a video-game audience
7. Make the game fun, engaging, and difficult to obtain a good collection of cards.
8. Support a variety of browsers, including Safari, Chrome, and Firefox

Stakeholders

Developers: Those who create and maintain the software (David Worley, Harris Christiansen, Jason Shipp, Lena Arafa, Nicky Semenza, Ben Bemis)

Project Manager: The project manager is one of our developers, Harris Christiansen.

Users: Those who use the software. This includes people who will purchase and trade our ERC67 tokens.

Customers: Those who commission and pay for the software. The project was commissioned by Dunsmore and the development team, and will be paid for via an Initial Coin Offering (ICO) to our users.

Competitors: Other existing ERC67 tokens, such as Cryptokitties. However, it is the belief of our development team that competitors strengthen our product and will be beneficial to our goals.

Development Managers: Those who supervise the software development process. This will be our project coordinator, likely one of the TA's.

Deliverables

1. Release an ERC67 token on the Ethereum network
2. Release a Laravel web-app for using and interacting with these tokens

CS 30700 Projects

Benjamin Bemis
As the internet continues to become more embedded into everyone's daily life, more and more people need to be able to build their own web pages in order to communicate information. There are many web page builders and hosting services out there. But there is a huge demand for building websites and that demand is going to continue to increase. Most online website builders will also force you to use their hosting service, which may not be ideal. So we built a web application that allows you to easily create course webpages and resumes and we host them for our users or they can download the html and host it somewhere else.
https://github.com/bbemis017/Saturn

David Worley
Our group aimed at providing a way to locate others in the area with the same interest or activity. The app was cross-platform and helped create ways to manage groups of people with the same interest. The app functioned like Tinder, where you swipe through a list of current (random) trending activities or search existing categories such as sports, study groups, movie nights, etc.
https://github.com/thesoupgirl/Roost

Harris Christiansen + Nicholas Semenza
https://github.com/projectkiwi

Social people crave new outlets for interaction in order to share their lives with friends and strangers. Building off the successful components of products like Instagram, Yik Yak, and Yelp, we hope to provide a novel new way for friends and rivals alike to show their competitive spirit in a fun, supportive environment. OneUp strives to appeal to humans' innate desire for competition and victory. The app will allow users to post challenges, break records, rate content, and show off all their accomplishments to friends and strangers.

Jason Shipp
https://github.com/Yinigma/cliMate

Roleplayers, worldbuilders, and other fantasy minded people have been looking for a tool that would eliminate the need to design world terrain and map accurate biomes by hand. This multi-stage mapping is traditionally an extremely difficult involved process which requires intense specialization and background knowledge. CliMate looks to significantly reduce this overhead as well as provide scientifically based and customizable processes for generating biomes, random terrains, and allow the users to draw and edit the worlds in the form of a desktop application.

Lena Arafa
The initiative of simplif.ai is to aid any student with efficient studying by condensing notes and saving time to prepare for exams. With limited applications utilizing new NLP technology, simplif.ai will focus on benefiting students by condensing and summarizing notes, lectures, and academic papers. By reducing the amount of content a student needs to review, we will improve their studying habits, and increase comprehension. For 307 project, my team and I made a web app where we would summarize texts, articles, pdf, and powerpoint. The application utilized and optimized a machine learning algorithm that condenses notes by finding keywords, important dates, and definitions. Users received simplified notes in an easy-to-digest format.
https://github.com/simplif-ai