

Chris Miller  
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CS402

## App Proposals

### App 1: League Mains

- The general audience will be League of Legends players. The premise of the App is to be a 1 stop, all purpose app for champions mains in League of legends. It will include the common data as well as a match chart with tips and tricks, plus a discussion board for all members as a stretch goal.
- Leauge+, LOLSUMO, Mobabuilds, and ProGuides are the most common competitor Apps. The 3 things my app will do differently/better:
  - Specific champion community focus.
  - A general alternative to Reddit with the discussion board.
  - 100% free with all the features of a paid strategy app.
- Main feature will require the internet for pulling the Riot API and a database for the discussion board as well as general champion info.
- The price will be free, and mostly community driven is the goal. Maybe have a donation option or some form of subscription to add aesthetic features only.

I like this idea. I don't think you'll need a database for storing the info unless you want to sort, filter or do other complex operations on it. If this is heavy on the API usage, this would make a good app, but it'd be nice to see additional mobile-specific features if possible.

### App 2: IRL Rivals

- The general audience would be anyone. The premise is to generate a profile and then match with someone similar. You then link social media, gaming service accounts, or anything else to compare like venmo for financial transactions. You can compare

achievements until you outpace them enough to role a new rival. This could also be limited to just gaming as there could be problems with too much social media integrations.

- Competing apps could be other social media apps like Instagram in a way, but overall a unique concept from what I can find. Stuff mine would do different:
  - Direct comparison between two users, not just general posts.
  - A leaderboard maybe, so you can see Bill Gates and Jeff Bazos flex on each other.
  - Hooks up multiple media platforms and sort of gamification to rate the points a post or something is worth to compare the users.
- Main feature will require the internet for pulling multiple social media APIs and a database. Maybe a location tracker if you want to find rivals that live near you, camera for photo posts.
- The price will be free to have a big user base, but include some for a transaction hook up to stuff like Venmo or maybe in app purchases to flex on your rival(super scummy, but whatever).

I really like this idea. I've heard it's great motivation to have an "arch nemesis" or rival. "You're the average of your 5 closest friends." The social media integration might be a bit much to try to effectively use, but I'd like to see some type of server with basic (or mocked) match making based on data entered into the profile and how you would go about leveling up the profile to compete with that rival. Might be a lot of privacy concerns here but is super interesting to do as a final project.

### App 3: Territories

- A rip-off of the former app Yik Yak. Basically a completely anonymous forum where posts are linked to your location, so you only see posts from people nearby. The twist will be community, school or business. You basically would link it to location and say BSU. Other options would be Micron channel for Micron employees or maybe just a friend group that wants to play Smash bros with whoever is in their town.
- The competing app no longer really exists, as it was shut down. Similar apps would be Jodal, Whisper, Candid, AfterSchool, and ASKfm. Stuff mine would do different:

- Linked to a specific focus, so not just who ever based on proximity, so more focused if you want.
- The App maybe leaderboard and gamification of the different territories, where you could maybe compare interactions or even link up community events or service done by the groups.
- Lastly, the territories would have “wars” with overlapping territories, with things like the above mentioned gamification being used to compete over a time period.
- A location tracker for obvious reasons. Database for users to store there territories they are apart of.
- The price will be free to have a big user base, but setting up a territory would cost money, more if you want it verified, for lets say the “official BSU territory”.

From a technical standpoint, this could make a good final. I like the idea of posting to a server with location data. It's a bit server-side heavy, but definitely lends itself to a mobile-only solution and interesting on a number of levels because of that. While Yik Yak was controversial, it certainly had its uses and audience. The first thing that came to mind was a kind of Pokemon Go for messages left around town or getting out to discover what one area is talking about vs another area. This would be interesting to see what you can come up with as a final for this if you choose this idea.