Please **make a copy** of this document and then edit the **copy** to include a brief description of your Java project, and then upload it to Teams, in the Java channel, under the Files tab, in folder *Mini-Project -> TeamN* (N is your team number).

IMPORTANT: rename this file to indicate your team number, e.g.,

*Java Project Description - Team1.docx*

* Jay will review your project description and approve.
* Project presentations will take place beginning **Thursday afternoon 6/25** and continue through **Friday 6/26**.
* You will submit your final project to a GitHub repository no later than **Thu 6/25 11am PT**.
* Presentation time slots will be a total of **25 minutes**.  Please leave time for questions and class discussion.
* This initial project is to practice coding in Java, reinforce the concepts you have learned over the first five weeks, and create a console game or other application of your choice.  Please select something with enough complexity to challenge your coding skills.
* See project evaluation criteria in the accompanying *Java Project Week.docx* document.

**Team members:**

 Danny, Hunter, Ousmane

**Team name and company name (fictitious) – these can be the same:**

 TutorMonsters aka “the dreamteam”

**Project description:**

tutorMonsterApp helps students connect with tutors with different backgrounds and subject specialties, eg. math, science, JAVA…?

**Rules and/or high-level basic operation of the game or application:**

1. Student (user) requests services from tutorMonsterApp
2. Student specifies subject
3. Student receives questions from the TutorMonster
4. The TutorMonster will either reward or punish you based on your correct/incorrect answers
   1. Student health points to keep track
5. Win or lose the game based on health points

Nice to have:

* External storage system?
* Registering students/tutors to storage