**Final Project Proposal**

*Team Members*: Amon R Sthapit, Kailey Cozart, and Pragalva Dhungana.

*Journaling Experiences:*

Amon R Sthapit

I tried using two different game engines (Unity and Unreal Engine) trying to find out how I would find them different and how I’d feel about that, especially since they both serve the same purpose. While Unity is beginner friendly and certainly recommended for beginners, and Unreal Engine has a steeper learning curve, I still felt like choosing Unreal Engine simply based on how the interface looked (mainly because it had a dark theme and looked more comfortable). Unreal Engine also uses node-based visual scripting, which I thought was way cooler than writing code, because it allows you to focus on the content of the game. I also noticed that I cared about how the UI looked slightly more than the functionality of the software.

Kailey Cozart

Over Lent, I journaled on mobile device usage. For one week, I used my phone regularly. Then, the next week, I used my phone sparsely and tried to greatly reduce social media usage. The following week, I used my phone obsessively. Following this, I tried to figure out what the best uses and the best amount of time for using my device was for me. In the process, I discovered that there are actually some really good reasons for having your phone on you, though there are also certainly things that I realized I actually don’t really need my phone for.

Pragalva Dhungana

For lent, I tried alternating my use of social media and try to track information that my phone was collecting through social media. Firstly, I discovered that how much I use my social media directly affected the use of my phone. I found that my phone acted as a device to check social media and anytime I need to do school work or something else like checking emails or booking tickets I used my laptop. Secondly, I noticed that through my extensive use of my social media google now was keeping track of my likes and preferences. Furthermore, I noticed that instagram, facebook, twitter etc would keep track of who I interacted with the most and always make sure I get the things they posted.

*Our Plan:*

As a team, we will be combining the UI, mobile devices, and social media topics that we journaled on. We plan on building the UI for a phone system that will allow users to easily and quickly look at the information and notifications on their devices that really matter to them. We will be drawing from the design elements found in Flipboard and the Windows Phone operating system. When a user unlocks their device, there will be a page with squares representing important notifications from social media that they have chosen to rate as important. By swiping left, they might see a similar page with work-related applications, and by swiping right they might see a similar page with their miscellaneous applications. We think this would be useful and make mobile technology and social media better because we realized that phones are mostly used for accessing social media, and often unnecessary and distracting notifications and feeds can keep users from getting the information that is actually useful for them.