Project Bid

CSCD350- Software Development Principles

Team Name: **Boolean Bros**   **Dated: 4/4/2024**

Canvas Group number: Group 2

Name	Email id	Project Experience	Programming Language used
Caleb Stewart	cstewart15@ewu.edu	Cruise ship Manager Java-SQL Project	Java, SQL
Tyler Woody	twoody1@ewu.edu	Restaurant food violations	Java, C#, Python, SQL
Austin Harrison	aharrison13@ewu.edu	Cruise Ship Manager Java-SQL project	Python and Java
Dillon Pikulik	dpikulik@ewu.edu	Wordle Web App & Dog Grooming Web App	Python, Java, SQL, HTML, and CSS
Nicholas Burlakov	nburlakov@ewu.edu	Wordle Web App	Java, Python, Assembly, PHP, SQL

Choice of Projects (Brief 2–3-line description about the problem statement and type of project like a Mobile app/Webapp/Something else)

Project Choice 1(1st Preference): Parking lot payment Website

Our best and most practical idea is a parking lot payment website. This is a web app that will have many features with multiple variables. On the website, you will be able to pay for your parking spot at the going rate of the current day and time, and if there is an event happening that day there could be even more fees. We had an idea to incorporate a weather API that could tell the weather at that location for the parking lot to either recommend people to park inside and pay more or their car might get damaged from the weather. Other features have been discussed and can be added.

Project Choice 2(2nd Preference): Social Media Scavenger Hunt application

A web app that combines the elements of a scavenger hunt and daily photography. Taking inspiration from BeReal, this app will encourage users to take a picture of a specified object each day (for example a red car) and post it to the application's feed. After a user has posted a picture, they can then scroll through others' posts and vote who had the best picture that day. This app incorporates daily challenges by requiring users to take a new creative picture each day, and a leaderboard can be incorporated to show the consistency or creativity of players.

Project Choice 3(3rd Preference): Game

We are interested in creating a game, but not completely sure what avenue we would take. None of us have actual experience making a game, but we all showed some interest. Instead of giving specifics, I am just going to outline some possible libraries/software we could possibly use, along with some possible game ideas. Unity is a widely used and powerful platform that can create both 2D and 3D games. Unreal

Engine is another platform that is similar to Unity. Also, we could use Python and use pygame to create a game. Pygame is relatively easy to use if you have used Python in the past. Some potential game ideas would include a puzzle solver game, a 2D platforming game, an educational quiz game, or a simple RPG game. I believe any of these would be within the skill level of our group, but it would take a lot of research on how to work the different platforms.

Additional Remarks/ Inputs

Please tell us about any other factors that we should take into consideration (e.g., if you really would like to work on a project for some particularly convincing reason).