

Dua Ashfaq, Ramon Parks, Kim Phan, Maria Molina, Ruiding Feng  
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### ***Pitch 1: Conquest***

Conquest is a game that we would create a website for. The goal, essentially, is to take over as much land/province as possible in order to beat out the other players. The game operates like a board game but on a web interface, where players can hopefully create private rooms or play with random people. There are attacks such as Airlift, Rolling Thunder, and Revolt, among others, that players can use to their offensive advantage. The winner has the greatest combination of property, cards, and other similar points, and that is decided when a player draws the End-of-Game card. Full details are available in our team's repo. We plan on using public game data sets from online and JavaScript for back-end, and Python for front-end.

### ***Pitch 2: Tinder for Dogs***

Our second proposal is an app similar to Tinder but for dogs. The software would work with information such as location, breed, dog personality, and looks to formulate the best matches for dogs. There would ideally be a messaging system, just like Tinder has, for owners to be able to chat and meet up with their pets! We would design the interface, figure out the best ways for owners to communicate, and ensure that the matches are as accurate and successful as possible. Ideally, there would also be a login for owners to use and protect their account. We plan on using JavaScript for back-end, and Python for front-end.