

**Who:** Jonathan Song, Nick Nocella, Robert Kingsley, Casey Moher-Crook, and Anthony Osmany

**Title:** CS Brain Training

**Description:** For the CS Brain Training project, the team is going to be working on Android development for an application that will consist of various puzzles and mini-games that test fundamental concepts and theories in computer science. The application will also calculate and record the growth of the users' knowledge and processing skills with an internet or cloud-based leaderboard scoring system that will allow users to see how they compare with other users of the application.

**Vision Statement:** To provide a training tool for current programmers to build on their foundation skills and to stimulate interest in the field for beginners in an accessible way.

**Motivation:** The team would like to work on this kind of project as a way to revisit and build on our own foundational skills in computer science in a manner that reflects a crash course. Implementation of this application will also serve as a way for the team to outreach to a wide and general audience to inspire further interest in the field of computer science. In addition, the team would like to work with Android app development, which is currently a very popular and relevant field for developers.

**Risks:**

- Some members are relatively new to programming in Java
- The team will have to become familiar with programming in a new environment that is compatible with Android development

**VCS:** GitHub

**VCS Link:** <https://github.com/RedRuby67/CS-Brain-Training>