# Project Selection Synopsis

Each team will select from one of the starter ideas below or select one of their own and check with the instructor for approval. After selection, the team will capture several high-level characteristics and then “pitch” the application to the instructor. As we move through the course, this application will form the foundation for numerous class activities (e.g. creating requirements, modeling system designs, etc.).

Once the project work begins, each team will design and “build” the actual application. The purpose of this course is to learn and practice project management as well as software design so actual programming towards the application is optional. A series of deliverables will be assigned and the teams may fulfill those deliverables in several different ways, as will be discussed when we start the projects.

# Optional Project Starter Ideas

## Home Cooking

People who want to run a business serving sit-down meals within their home can use the service to find customers and schedule reservations, among other services.

## Pet Lifestyles

This is an e-commerce service that provides clothing, home décor and other items to create an entire “lifestyle” for people’s pets (recommendation: think broadly about possible pets).

## Just Like Being There

Create a mobile experience where people can virtually take friends and family on vacation with them when the other person can’t be there physically.

## Real Time Law

A wide range of law services is made available remotely by providing real-time access to attorneys and related services (think tele-medicine for law).

# Application Pitch

Each team may select one of these ideas or come up with one of their own. Each idea listed likely has some corollary in the real world today but the goal is to make the application each team’s own by coming up with a unique marketing or technical angle for their version of the product.

Use the template below to come up with a “pitch paragraph” and several related attributes which will guide development of your application. This description of the application will guide initial exercises which involve the project and also serve as starting requirements for the full project.

## **Application Pitch Form**

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| --- | --- |
| **Application Name:**  **(Must be unique among teams)** | SoundScorez |
| **Team Members:** | Reese Champagne, Jeanne Yedo, Mark Doronio, Walter Cunningham |
| **Pitch Paragraph:** | Inefficient processes are costly for any company to uphold. Currently, an extremely inefficient process takes place every time Audio Competitions occur. A competitor meters, the judge writes down the score and all data important to the entry and sends it off to the next person. The next person then inputs the data into Excel so that it can be manipulated, and rankings are decided. What if we didn't have to work so hard to get to the end result? SoundScorz aims to automate this process. The judge simply puts needed information into a device running our application as the competition goes on. At the end of the day, the application sorts and scores all the data by class. Then, the application automatically uploads a formatted page of results to the desired output page. In just one competition, you've already saved hours of overhead. In all competitions over the course of a year? This investment is a no brainer. Start your partnership with SoundScorez today. |
| **Target Market:** | Audio Competition Organizations |
| **Unique Proposition:** | Create a user friendly, accurate display of winners that encapsulates the competition with minimal hardship on the user by introducing automation. |
| **5 Most Important Attributes:** | 1. Ease of use by end user 2. Automated competition results in the push of a button 3. Easy to view/understand competition results by users 4. Accuracy to 2 decimals when sorting scores 5. Completely automated input system if possible |