Project Selection Assignment

1) Title/short description of what you and your group members plan to do as a Project

We are going to create a web app that will serve as a trading platform for Minecraft Servers and Realms. This will allow players to create an interactive storefront for trading with their friends by displaying what in-game items they would like to trade, and what they would like in exchange.

2) Group member names

Reagan Eschbach
Sai Vivek Kambam
Logan Daugherty
Maxwell Blevins
Siddarth Padmanabhan
Ethan Tiller

3) What tools and technologies do you plan to use? (change is allowed later)

Next JS
Github

4) Which algorithms will you be using to improve efficiency and make it scalable? What time/space complexity are you aiming for? (change is allowed later)

Binary search trees may be used to course through available items for each store's inventory. As for time/space complexity, we would like to keep it to $O(\log n)$.