Initial Project Timeline/Objectives (Followed by all team members pretty much perfectly)

Sunday (Objectives are Tentative) 11/26

- **Meeting at 5:00pm, GSU 2nd floor study lounge (if you can make it)**
- General:
  - Go over the timeline and overall software architecture, make any required changes depending on people's schedules
- **Kenny**
  - Please try to have the group Github repo up and running (I know this is a sudden deadline)
  - Know git, be able to teach others how to use it
  - It'd really help if you had an idea of what the general structure of the repo is gonna look like (doesn't have to be crazy complex, maybe just a testing stage branch and the main branch? Some structure that allows us to make changes without ruining the whole thing that we have already up and running)
- **Justin**
  - Have the timeline and architecture power point done
  - Organize upcoming meetings
- **YaYing**
  - Can't make it? Please try to have mock ups and storyboards done by Monday/Tuesday
  - Also get a graphic design application or some sort of software for this kind of design work up and running. Keep in mind that things don't have to look like crazy nice or professional (keep the "ninja fight" app he showed us in mind: doesn't have to be a masterpiece, just needs to work with the interface Kenny builds based on your specifications)
    - Suggestions: Gravit Designer, Vectr, Adobe Illustrator
  - Keep in mind:
    - What should the user see when they click a location? What if there are multiple study spots in the same geographic location? Are they shown a list? Are they taken to a new screen? If it's a list what would it look like?
    - Filter button in the corner: What do the options look like? Checkboxes?
    - What font should all the text be in?
    - What's the color scheme for the app? How are lists, pins, etc. colored?
    - We want to display a title somewhere, right? Do we have a loading screen with a title or does a map show up instantly? What does the title banner with the filter button look like?
- **Jenni**
  - If needed, help YaYing with mockups and figuring out the process required for transferring 3rd party app graphics to an Android interface (this will probably require a lot of joint communication with Kenny)

- **Brian**
    - You're gonna have to be Kenny and Daniel's right hand man. Know git to a T as well and be able to teach the rest of the group past the basics (would be really helpful if you could have this down by the meeting, but it's short notice so understandable if that's unreasonable given your schedule).
    - Help Daniel with any required API research and….
    - You're in charge of helping Kenny figure out how all these things come together, because that's the toughest job of all and it'd be unfair to put all that weight on Kenny. Work with both Kenny and Daniel to figure out how graphics can be imported to Android studio and actually implemented in the apps, how those graphics can be turned into buttons and fields and the like, and figure out how to take Daniel's back end API code and work it into the user interface (with Kenny's help of course).
    - Keep in mind not all of this is due by tomorrow, just a heads up, but you should probably get started on this stuff if you can.
- **Daniel**
    - Keep trudging through IntelliJ and Android studio, and look into the maps API
    - Have a model figured out regarding the study spots. Manually input the data into a database? (MySQL or JSON ← this is probably easier). Remember, we're not pulling data from anywhere except for the geo-locations. We're inputting a bunch of stuff manually to create a study map specifically catered to BU students.

Monday 11/27

- Project due in two weeks. Everyone do at least a little work on your project component. We should also coordinate today regarding the survey and begin to compile a final list of the study spots, as well as the auxiliary information we'd like to display about each spot.

Tuesday 11/28

- Everyone work on his or her respective components. Specifically:
- **Justin**
    - Keep the timeline up to date, do check ins with everyone
    - Do any extra research required by each member (specifically if anyone has midterms or big projects or painful problem sets due this week)
    - Work with Kenny on getting a hello world up on the repo, make sure everyone can pull it and make commits/edits
- **YaYing**
    - Have GUI mockups done and finalized by 11/29. Begin to create some sort of title (ideas for names: BU Study Space, Rhett's Libraries, Study BU, BU/Rhett's Quiet Corners)
- **Kenny**
    - Coordinate with YaYing. She should have mockups/storyboards done at this point (it should only be like one screen (title screen?) with some additional features).

        - After YaYing gives you the storyboards, you need to begin the process of designing the interface. She picks what the features will look like, but you need to implement what she creates. Learn this process, and have it understood by 11/29.
        - What you're designing specifically:
            - The filter: make it show a list of checkboxes that the user can select on/off, make sure each of them has some sort of value. Daniel will handle how these toggles actually get implemented, but you create the actual pop up. You also have to handle how it gets closed. You also have to implement the title banner and other user interface requirements (potentially scrolling, zooming on the map).
- **Jenni**
    - Start the documentation. Not necessarily going to be a lot to write about at this point in the project, but you should start to figure out how the documentation is going to be organized (Table of Contents? Index? Sections for Back End and Front End?)
    - Video ideas?
        - Video must include: motivation for why the project is useful, who will use it, how they will use it, why they will use it.
    - Help YaYing with GUI design if she needs help.
- **Daniel**
    - Continue to research the maps API and the method for pulling study spot data. Try to have a working map that pulls your location and shows you where you are on the map by 11/29 if you can, if that's unreasonable, then by 12/1.
- **Brian**
    - Help out Daniel and Kenny, specifically help Kenny with figuring out how the back and front end pieces come together, and how Daniel's software libraries and actual back end code, as well as the full study spot database, will be packaged into the program exe in the end.

Wednesday 11/29

- **General duties are same as shown above, just try to have your piece done before we meet**
- **Meeting at 6:30pm, GSU 2nd floor study lounge**
    - Discuss next steps depending on the progress we've made
    - Completely finalize the study space list, begin to put it into a data format that works with Daniel's back end and data parsing methods.
    - Make sure everyone knows git, knows the repo, can pull the helloworld/whatever program we have at this point from the repo, establish a clear workflow for each group member (for example, maybe only Daniel, Kenny, and YaYing should be able to push to the repo, since they're the ones who're going to be actually creating and editing project files). Establish some sort of version control depending on the workflow (set up code branches).
    - Set up next meeting, and all future meetings until project due date.

Friday 11/30

- **General**:
  - Everyone work on your piece of the project, at least a little bit. Try to get in the habit of doing work on it every day.
- Meeting?

Saturday/Sunday 12/2-3 (ONE WEEK TILL DUE DATE, FOUR DAYS UNTIL STRESS-FREE DUE DATE)

- **To be done by the end of the weekend:**
- **Kenny**
  - Have the interface pretty much fully ready to be tested with YaYing's GUI prototypes, be able to run it on the simulator
  - Have the version control system up and running so that everyone else can pull the prototype and run it on a simulator/android device
  - Have all cosmetics done for the prototype (so the map, the title banner, and the filter button, and possible a title screen).
- **YaYing**
  - Have GUI prototypes/Final if you can done. Have a title (at least a prototype), have a color scheme and some general designs done so Kenny can work on integrating everything
- **Jenni**
  - Work on the documentation! Keep it up to date, have a plan ready for when the video has to be made.
    - Make sure the documentation is set up to be strictly and well organized, maybe have a table of contents that links to the specific documentation items?
    - Organized by front end/back end?
- **Justin**
  - Test the prototype for bugs, do check ins with everyone
  - Check in with everyone regarding secondary features and the general scope/timeline, remake the timeline to be realistic
- **Brian**
  - Have the interface, GUI, and back end fully integrated (work with Kenny on this) and create a working prototype. Put it on the project repo and make sure everyone can run it smoothly (you have an Android phone right? If you can get it running on your phone as well and test out some functionality, though it might just be a map with a title screen/title banner and a potentially non-functioning filter button)
- **Daniel**
  - Have a prototype running by the end of the weekend. Could just be a map with some graphics, or more, but try to have everything cosmetic working at this point.

Monday 12/4

- Everyone work on your respective components. I'll be making sure things are manageable and I'll be sure to pick up the slack if anyone's got midterms or big projects for other classes they need to tend to.

Tuesday 12/5

- **Project Milestone:**
  - Have a fully working prototype capable of showing at least one study spot on the map, that, when tapped, shows the user some extra information regarding the study spot
- **Jenni**
  - Keep working on the documentation

Wednesday 12/6

- **YaYing**
  - Have the GUI designs completely finalized, work with Kenny and Brian on integrating it with their interface
  - Coordinate with Daniel to make sure the color schemes shown in the program are right
- **Daniel**
  - Up the ante from the previous prototype and have it work with multiple study spot locations, coordinate with Kenny and Brian to make sure these work with the interface as a whole

Thursday 12/7 (PROJECT MUST BE FINISHED BY THIS DATE TO PREVENT STRESS AND TO ALLOW ROOM FOR AUXILLIARY FEATURES)

- **Kenny, Brian, Daniel**
  - Work on the filtering. Make sure the database contains a category for each item that gives an explicit type, and then use the checkboxes in the pop up filter window to make the map only display the items that correspond with the checkboxes
- Meeting?
  - Considering auxiliary features we'd like added?

Friday 12/8 (STRESS PREVENTION DEADLINE 2)

- **Jenni**
  - Finalize documentation and make the marketing video
- Pick up the leftover pieces, consider additions of auxiliary features (links to related websites? More filter options? A suggestion box kind of thing that sends an email saying what they'd like added to a dummy email we create?)
- Begin adding auxiliary features if we have time?
  - If we do, make sure that we separate the one we make additions from the final product through git version control

Saturday/Sunday 12/9-10

- Test for bugs, coordinate with Daniel, Kenny, and Brian to get them fixed
- Make sure all deliverables have been finalized and are ready to be sent in
- Finish the video and have it uploaded to youtube
- Add any auxiliary features if we have time?

Monday 12/11 (PROJECT DUE)

Complete Compilation of All Meeting Notes and Other Overarching Project Documents (In Chronological Order, Except the App Brainstorm at the End)

Meeting Notes 11/19/17

PLANNED ROLES:

- Daniel
  - Main Processing Designer
- Yaying
  - GUI Designer
- Kenny
  - Interface Designer
- Brian
  - Secondary Processing Designer
  - Helps with Interface and Processing
- Jenni
  - Documentation Manager
  - GUI Design Assistant
- Justin
  - Project Lead
  - Helps with Interface Designer
  - System-Level integrated testing
  - Overall software architecture

App Plans:

- Core Functionality:
  - Instantly shows a map catered to BU students with various pins that each correspond to study spots all over campus
    - Filter Icon on the map screen with a dropdown menu that allows you to filter out the locations you do/don't want
  - Checkboxes that filter out the different categories of study spots
    - 24 Hours?
    - Food and Snacks?
    - Cafe?
    - Library?
    - BU Owned?
- Secondary Functions
  - Showing your location on the map (Pretty important though)
  - Group work (Links that redirect you to your web browser in order to allow you to schedule study rooms)
  - Places like Ingalls could have links that direct you to apply for overnight access on Zaius
  - Got a suggestion? Send an email to (New gmail account we make) and we'll put it on the app!

To Get Done for Next Time:

- Justin
  - Create a substantial list of BU study spots, give short descriptions for each of them (24 Hours? View? Where? Stuff like that)
  - Create Detailed Project Timeline with individual responsibilities
    - Including: Milestones, objectives, and make sure to allot some extra time for potential secondary features
  - Continue to message everyone regarding those responsibilities
- Kenny
  - Learn GitHub
  - Create Repositories w/ Brian
- Jenni
  - In charge of survey responses
- Brian
  - Learn GitHub
  - Create Repositories w/ Kenny
- Daniel
  - Figure out the database format (JSON? Do we need to put the data in an Excel file?)
- YaYing
  - Learn GUI design and how to create GUIs that'll work well with Kenny's interface design
  - Create screen storyboards

NEXT MEETING TIME (If you can make it): Sunday 11/26 (Last day of break) at 5:00pm, 2nd floor GSU study lounge

THE MEETING AFTER: Wednesday 11/29 at 6:30pm, Same place as usual

Milestones for Next Meeting 11/12/17

Everybody (DO FOR NEXT TIME!):

- Java Tutorial Videos:
  - https://developer.android.com/studio/index.html
  - https://developer.android.com/training/basics/firstapp/creating-project.html
  - Android Basics (All of this by next meeting NOT NECESSARILY Just at least have a hello world for next meeting)
    - https://www.udacity.com/course/android-basics-user-interface--ud834
    - https://www.udacity.com/course/android-basics-user-input--ud836
    - https://www.udacity.com/course/android-basics-multiscreen-apps--ud839
    - https://www.udacity.com/course/android-basics-networking--ud843

        - https://www.udacity.com/course/android-basics-data-storage--ud845
    - Intermediate Courses (Don't need this done by next time, but like, if you do, that'd be great, but no pressure)
        - https://www.udacity.com/course/new-android-fundamentals--ud851
        - https://www.udacity.com/course/material-design-for-android-developers--ud862
        - https://www.udacity.com/course/google-location-services-on-android--ud876-1
- Each person should have a Hello World program running in their respective Android simulators
  GUI: https://developer.android.com/samples/index.html

- Next meeting time: Sunday 11/9 in the 2nd floor GSU study lounge at 5:00pm (same place as last time)

- To get done during the next meeting:
    - We should probably have roles assigned
        - Need to assign each person their respective responsibilities, and what each person needs to get done for next time with respect to their overall project role
    - Demonstrate that we have the hello worlds running, if some of us couldn't get it then we should help each other get them all running
    - Create a group github repository, make sure all of us know how to use github and how to pull/push to different branches, etc.
    - Map out a rough timeline for the project and at least assign the essential roles
        - Includes planning out the auxiliary features as well as the basic functions we want our app to have.
    - Plan for next meeting/consequential meetings

PLANNED ROLES:
- Daniel
    - Main Processing Designer
- Yaying
    - GUI Designer
- Kenny
    - Interface Designer
- Brian
    - Secondary Processing Designer
    - Helps with Interface and Processing
- Jenni
    - Documentation Manager
    - GUI Design Assistant
- Justin

    - Project Lead
    - Helps with Interface Designer

App Plans:

- Core Functionality:
    - Open the app, first screen contains a zip code field and a radius slider, with max radius set to five miles, and minimum set to 1 mile
        - Shows where you currently are, and shows the locations nearby
    - Categories of Different "Fun"/Study Locations
        - Primary: Cafes, Study Locations, Quiet Places, Libraries and All That
- Potential Auxiliary Functionality:
    - Giving Directions?
    - Find locations near me
        - Add a "Map" Screen that shows the respective locations
    - Fun Places
- Secondary:
    - Directs to Zaius if ENG major for access to Ingalls
    - Reserve a room for group study, workspaces
        - http://www.bu.edu/library/pickering-educational/about/quiet-study-spaces/

Meeting Notes 11/26/17

- For locations like cafes, bakeries, etc. we should just include the hours info (so that we don't have to go to them and scope them out)
- Everyone make sure to have your timeline milestones complete by the Wednesday meeting (if this is unreasonable given your schedule this week then please let me know)
- Fully compile the study spot list, begin filling out the the required info for each
    - We need to finalize the information we want for each spot. Hours? Multiple floors? Tips? Food? Noise level? Swipe Access? Group Study? Outside
    - Above all, need to display the "type" - cafe/food?, library?, Misc?
        - Miscellaneous would be used for places like Barnes and Noble & Fitrec
    - Need to finalize
- We should have a startup screen that has a background and the title of our app, closes after a few seconds

Meeting Notes 11/29/17

- Format for study locations on the map
    - Individual pins for broad locations (for example, CAS contains a bunch of different study spots, but on the map it'll just show up as CAS, and there will be a button that shows up that takes you to a new page)

        - On that new page, we're gonna list the individual locations within CAS (Einstein's, STO library, Think Tank, etc.). The individual items will be separated, but all information for CAS's study spots will be listed on this page. For example, it'll say:
            - Einstein's
                - Hours: (Pulled from Google maps/Places?)
                - Description/Important information
                - (Type will be hidden and used for filtering purposes)
- Not going to include Boston Commons, Newbury, Boston Public Library
- TO BE DONE ASAP:
    - Finalize all information we want to show for each place
        - Type
        - Hours (For Cafes/Public venues, pulled from google places?)
            - THESE WILL BE MANUALLY INPUT! Don't want to pull live data
        - Description/Important Information
    - DETERMINE A DATA FORMAT! Also need to determine what kind of information we want from Google places/maps, and what kind of info we want to pull manually from the data structure
- Next Meeting: 12/3 2nd Floor GSU Study Lounge at 5pm (Subject to be changed to an Ingalls study room if we can get one)
- GOALS FOR NEXT MEETING (SUNDAY 12/3)
    - Have a working prototype with at least one location on the map that, when tapped, it shows the location name (for example, tapping a pin located at CAS displays a dialogue box that says CAS)
    - Finalize the study space list (with all required auxiliary required for each study space)
        - We should also make sure to have all of this information put into an easily accessible data format (TO BE DETERMINED BY DANIEL/BRIAN/KENNY)
    - Justin - Have the project architecture PowerPoint done
    - Jenni - Have the list finalized, send half to Justin, we'll both get all the descriptions/Hours done for each location. ALSO - figure out a data structure with Brian/Kenny/Daniel, figure out how to input the study spaces into that data structure
    - YaYing - Work with Brian/Kenny/Daniel on getting the GUI to work with the interface
    - Kenny - Get the prototype working, finalize the git repo and version control system, be able to teach everyone how to pull the app prototype
    - Brian - Get the prototype working
    - Daniel - Get the prototype working, figure out a data structure that'll work

Meeting Notes 12/3/17

- Go over what we have so far

- Next Meeting: Tomorrow (Monday) 12/4 during EC327 at 2:30pm (Same place, GSU 2nd floor study lounge OR Ingalls provided Jenni can grab a study room)
- App needs to be done by Thursday 12/7 so that Jenni can create the video and documentation
    - AT THE LATEST Friday 12/8 (not at midnight though. Midday 12/8)
- FINAL MEETING DATE: Sunday 12/10 at 5:30pm (Same spot, 2nd floor of GSU)
- Our code is going to be pulled and used by the TAs via Github. Everything on Github needs to be thoroughly commented and the instructions for use must be clear and concise to prevent confusion.
- Plan/Milestones for tomorrow:
    - Brian/Kenny/Daniel:
        - Please try to have at least one marker and its respective pop up show up on the map
            - If you wanna go a step further, try to toggle its visibility depending on the filter you pick. If you can go further than that, try to make it so that when you click the pop up it takes you to the separate list
        - Please comment your code so Jenni can get the documentation done in a more efficient and organized manner
    - Jenni and Justin
        - By the end of tomorrow's meeting, we need to have the study space list completely finalized, with latitude and longitude values, visibility toggle values (cafe/library/BU buildings), and descriptions (which are just hours for the cafes)
    - Jenni:
        - Should probably start communicating with the others in order to create the documentation and so that you understand the code and how each element should be documented
    - Justin:
        - Finish/have a final draft of the Project Architecture Powerpoint
    - YaYing:
        - Keep in touch with Brian/Kenny/Daniel in order to make sure they have everything they need regarding the GUI
        - Please try to comment your code asap so Jenni can create the documentation more easily

12/4 Meeting Notes (Meeting took place during EC327, when Professor Densmore was traveling)

- NEXT MEETING (If you can make it): Friday 12/8 at 9:30pm in Ingalls
- FINAL MEETING DATE: Sunday 12/10 at 5:30pm, same spot as usual in the GSU
- Milestones for Thursday 12/7 (or next meeting 12/8, but preferably by Thursday)
    - Brian/Daniel/Kenny

        - Please thoroughly comment your code so that Jenni can understand it and thoroughly document it
        - Sorry to do this, but… The app needs to be pretty much done by Thursday night/Friday's meeting. Here are the primary specifications:
            - Filter function needs to work, with the default (no options selected) showing all study locations on the map. Once a marker is tapped by the user, the name of the location should be displayed. If the name is tapped, the user is taken to a new screen displaying the banner and location name at the top, and all sub locations with their respective descriptions below.
            - The user's current location should show up as a blue dot on the map screen.
            - For locations that do not have sub-locations, only the banner/name should be the displayed at the top, and the description (hours, other info) should be displayed below in a relatively clean format.
        - Kenny: Once the app's done you're in charge of managing the GitHub and making sure everything is loaded up and ready to go for download and testing by the TFs.
    - YaYing
        - Please comment your GUI code, and please fix the punctuation on the welcome screen.
    - Jenni
        - Not much for you to do before the meeting, but you might want to get started on what you can regarding the documentation. You're gonna have a lot to do over the weekend though, so maybe it'd be a good idea to start planning out the video.
    - Justin
        - Add a thorough diagram to the powerpoint outlining the program architecture for the app, back end, front end, and the different pieces/API involved.
        - We should all keep in touch and update each other when we get something done. I'm gonna check in with everyone nightly to see how things are going.

Final Submission Requirements/Checklist

Note: When you've completed your respective part, please make sure you put your name and a big X in bold next to the piece so everyone knows it's done.

BACKEND/CODE CHANGES:

- **X**YaYing: Please upload/give Daniel the revised GUI front page that has the exclamation point changed to a question mark (I know this is kind of scrutinous of me, but this could get docked)
- **X**Daniel: Please add this revised page to the app.

DOCUMENTATION REQUIREMENTS:

- Jenni:
    - Please complete your required deliverables and get them onto the final Github repository :
        - **X**The overall documentation for the project (ProjectDocumentation.doc)
        - **X**The statement of work, which describes what each member contributed to the project. Please confirm with each group member that it is accurate and that everyone agrees with it (StatementOfWork.doc)
    - **X**Please be sure to make and upload the (at maximum 5 minute, did they change this to 3? Please let me know the answer if you know) video presentation onto the course Youtube page (instructions for how to do so were sent in an email by Professor Densmore).
        - **X**Video should contain a demonstration of the app (Screen capture?), a statement of what the app's target audience is (BU students looking for a place to study, or just BU urban explorers I suppose), and how it would be used by that target audience.
- Justin:
    - Make sure Kenny/Brian have the **X**ProjectArchitecture.ppt as well as the **X**ProjectTimeline.doc
        - **X**ProjectTimeline.doc will not only include the intial timeline, but all scheduling documents as well, including meeting notes, intermittent milestones, and this submission checkoff document.

GITHUB REQUIREMENTS:

- Kenny/Brian: Please ensure that the primary Github repository (The final one that we're sending in) contains the following (Please check off each item as you do it, and put your name next to the item you complete)
    - All code required for the app to compile and run must be present in the repo
    - All documentation must be in the repo as well (Get this piece from Jenni)
        - This includes the StatementOfWork.doc as well as the ProjectDocumentation.doc
    - Included in the above documentation:
        - Justin's **X**ProjectTimeline.doc and **X**ProjectArchitecture.ppt
    - **X**A brief README file with instructions for how to compile and run the project from scratch must be in the repo. Be sure to include a sufficient number of test cases as a part of these instructions (Testing the filters, testing tapping different markers and checking out the information they hold, etc.)

        - **X**Be sure to test these instructions and to run the whole thing from scratch so that you know for sure that it'll compile and work for the TFs
    - After the above have been completed and are contained in the repo, post the link to the repository in the correct thread in Piazza

Individual Project Contribution Documents:

- **X**On the project page in Blackboard, there is a document titled ProjectContributation.pdf. I assume that each of us is supposed to fill this out. I'll be sure to check with Vijay at his office hours/another TF during Monday Lab/ask on Piazza, but please keep in mind that we might have to fill this out and turn in a hardcopy (it's a pdf so I don't think we'll be turning it in electronically). EVERYONE MAKE SURE TO DO THIS!

XGITHUB LINK TO BE POSTED TO PIAZZA: https://github.com/StudySpaces327/Study_BU

Initial Android App Idea Brainstorm

Justin:

Quick rhyme generator:

- An app that quickly generates a word that rhymes with the one you put in (Matches respective word phonetics from a dictionary with the phonetics of the word you input)
- Not 100% accurate necessarily, could help with writing raps/freestyles
- Also could generate a theme to rap about from a pre-set list
- Could also have a built in rap creation mechanism that allows you to format 16 bar raps
- Spells all words with their phonetic sounds and highlights the rhyme schemes
- Could have a built in metronome that includes odd rhythms like triplets and offbeat rythyms so you can practice your flow

Reddit App:

- Reddit limiter, an app that pulls up reddit but you can only keep it open for 10 minutes at a time, after that it stays locked for the next two hours (only works if you don't download another reddit app haha)

Grocery Grab/Grab Grocer:

- Allows you to take a photo of an ingredient list in a recipe, takes down the ingredients, and converts the respective amounts into the kind of amounts you'd buy from a grocery store (tablespoons of spices —> spice container, cups of vegetables —> actual vegetables, etc.)

Reading Room:

- Takes in a list of books you've read, the dates you finish reading them, all that, puts them in your profile with respective cover images

- Suggests other books you might like based on the genres/authors/ratings/Category (classic fiction, popular scifi, gross fanfic like fifty shades, whatever)
- Can hook up your profile to Facebook or something, let your friends see what you're reading/what you want to read, see their lists, etc.
- Maybe have friendly competitions to see who can read more books in a month, and the one who finishes gets to pick the books for the next month?

Scale, Key, Chord progression generator:

- Either generates random notes/chords that work together depending on the inputs you give it, or can give you entirely different progressions entirely that somehow work together

An app that randomly generates hollywood scandals (lol)

An app that randomly picks a movie out of imbD's top 500 movies, gives a really short description and actor/director list (would help with finding movies to watch) (This would probably be easy to make)

YaYing had this idea as well An app that pulls the weather and suggests attire (should you wear gloves? Hat? Light jacket? Jacket and a hoodie? A full on parka? A scarf? Heavy duty boots if it's snowing/icy outside?)

- Could also suggest what fitness attire to wear, sport leggings? Light hoodie? Sweats? Shorts and a t shirt?
- Food suggestions based on the weather? Soup and hot chocolate? - YaYing
- Healthy food for if you're working out? - YaYing

A game where you swipe a character and depending on how hard you swipe it ricochets off various surfaces, and you have a limited amount of swipes. Basically a score-based game that works via ricochets.

Kenny:

- An app that pulls the dining hall caloric and nutrition data from the dining hall menu website and then allows you to pick what you decide to eat, and adds the data to your nutrition total for the day. Also allows you to enter auxiliary nutritional data for things you eat outside of the dining hall.

Jenni:

- Cafe/ Study place finder app
- Game Hub - has 4-6(?) classic basic games (rock paper scissors, tic tac toe, chess, snake, etc)

Brian:

Spending tracker app

- Notifies you when you go over your spending limit
- Connects to your credit card and automatically tracks your spending

Jazz Music Player

- Plays jazz music continuously

Daniel:
thumbwar app (uses tilt control to play)
app that (((basically))) lets you play youtube videos in the background

All Group Brainstorms:

- **FunFinder (Name work in progress) - other names: HangOut, Funder,**
    - An app that, based on a handful of categories, finds various "fun" or "chill" places around you (via location services). Wouldn't necessarily pull these fun places from real time data, but would pull from an already created list of places (we'd have to create the lists out of categories like "cafes and hangout spots (primarily calm spots though, so no boba places lol)" or "fun places" (arcades and stuff or something) or maybe more "event-based" places (jazz clubs, concert venues, etc.), various shopping areas? Great food places?
    - Could connect to your facebook and find fun actually planned events happening nearby