Proposal Letter

September 21, 2015

To Professor Rose Williams:

**Overview**

In this proposal, I would like to present two ideas our team would like to work on. Currently, our team is composed of five members: Alex, Yexin, Armond, Ruiming, and Victor. The reason we are serving two ideas for our proposal is that we hope to choose between one of the two by September 23, 2015.

**Our idea**

1. Aide The Homeless

The objective of this project is to create a web server and mobile application, for the general people, to aid the homeless by hiring them for small tasks. Similar to TaskRabbit (growing startup that delegates tasks to neighbors), but we have a bigger picture and a different market: to help the ever-growing homeless population.

*Tasks:*

* Developing a Ruby on Rails MVC server for users to post/edit/update tasks
* Managing APIs or HTTP protocols for mobile apps
* Designing/developing front-end
* Run unit tests, function tests, etc.

1. Pickup Game

A nonprofit and geolocation-based application that allows students to log in with their school IDs and start a thread to try and gather people for a pickup game of whatever sport they want.

*Tasks:*

* Developing a Ruby on Rails MVC server for users to post/edit/update tasks
* Use geolocation APIs for detecting location
* Designing/developing front-end
* Run unit tests, function tests, etc.

**Constraints**

Under the *Change the World Scholarship*, which we expect to hear back shortly, we will be granted a $1,000 funding. The capital is crucial as our idea is much more than just a cloud-based application; it requires a physical management and communications system.

**Conclusion**

If we are unable to procure capital for the Aide the Homeless project, we will be unable to support the business model. As such, we would like to go with the Pickup Game, which is much more application-based.