After few sessions of brainstorming, the topic which we all unanimously agreed upon was “Text Compression”. The reasons behind choosing this topic include but are not limited to:

* Is the assumption that most people are connected with this ideology in their day-to-day lives, but are unaware of it.
* It will create more interest among people who are not from CS background.
* It is easier to explain this topic to people without a CS background using a simple game with greenfoot/processing and it can be an eye-opener for them and hope they appreciate this idea of text compression.

Plan in the near future is to come up with a design model to implement the game. Everyone in the team has their own idea about the UI and algorithm implementation. Once finalized, we will come up with the use case, class, sequence diagrams etc. and then the development should begin.