AAD Project Report

Team AP
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Project Premise

Inspired by the bestselling and critically acclaimed Hunger Games series, by renowned author Suzanne Collins, we tried to adapt the Hunger Games universe into a novel that explores the fascinating process of developing and designing algorithms in a manner that prioritizes time, space and randomness optimization. In addition to being an homage to the brilliant minds responsible for the advancements in algorithms and associated technology, this novel is also an exploration of our literary talents, and analytical skills. We hope to use this opportunity to present the history of algorithm design and enrichment in a manner that is relatable and appealing to our generation, and engaging as a story for those who may not be very familiar with algorithms and problem-solving. We hoped to gain some insight into the arduous process of solving a problem using limited resources, and to apply this insight into the design of algorithms in the future.

Deliverables

    I.   Project Report
   II.   Two PPTs used during interactions.
  III.   PDF version of the novel.
  IV.   The extra additions (playlist, character images)

Milestones

    I.   Learning about various algorithms and their design process.
   II.   Coming up with a concrete plot for the novel that successfully incorporates algorithms by discussing and ideating.
  III.   Doing the due research about the algorithms, and explaining it in a literary context.
  IV.   Successfully dividing the work among three people and making a basic draft.
   V.   Improving the draft and building a complete novel from scratch.
  VI.   Completing the non-committals.