1. **AI computer assistant**
   1. **What problem(s) does it solve?**
      1. **Lack of integration on desktop machines**
   2. **How does it solve it better?**
      1. **Customizable?**
      2. **Bridges gaps between hardware/software.**
   3. **Who will use it?**
      1. **Tech-Savvy Youth who want an “integrated” experience**
      2. **Baby-boomers and X’ers who “Want the siri on the computer”**
      3. **Disabled persons who cannot use mouse/keyboard/monitor**

Our desktop assistant would provide the same voice-assisted functionality that is offered on mobile devices on a desktop computer. Our assistant would provide a customizable, *modular* alternative to Microsoft’s Cortana AI which is currently integrated into Windows 10. The intent of this project would be to provide a much needed link between mobile devices, smart devices, and home desktop computers and provide a mouse-less and keyboard-less alternative to Windows 10.

1. **Synthetic Media (Music, 3D models, etc...)**
   1. **What problem(s) does it solve?**
      1. **Lack of assets for aspiring game developers**
      2. **Free assets are often inapplicable or sub-par**
      3. **High quality assets on the market are expensive**
   2. **How does it solve it better?**
      1. **Can produce a lot of data from a script/input data**
   3. **Who will use it?**
      1. **CSET students who want to make games :)**
      2. **Indie devs / small studios looking to streamline asset creation**

With the rise of publicly accessible game engines, independent video game development has been skyrocketing. However, modern games require a large number of assets, which are labor-intensive to produce. Synthetic media (assets created by algorithms) are a promising solution to this issue. Our solution would streamline the process of media creation by providing a graphical interface to train and tinker with these algorithms with the goal of using them to generate/improve content for the user.

1. **2D Physics Engine**
   1. **What problem does it solve?**
      1. **Online Education Tool**
      2. **Lack of integrated Physics engines for education**
   2. **How does it solve it better?**
      1. **Integrated solution: can handle a wide range of experiments with one executable/webapp.**
      2. **Unlike existing simulations (phet lab), this would allow users to see how different systems/phenomena interact (how current flow/resistance generates heat, for example)**
   3. **Who will use it?**
      1. **Students**
      2. **Science Teachers**

Oregon Tech’s online physics labs primarily rely on web-based simulations that only model one given phenomena within a limited environment. We offer an all-in-one solution, allowing students to see how different systems can interact. For example: Professors could send out save file(s) along with a lab that has the lab environment already set up for them. Students could freely experiment with the engine on their own with no need for lab materials or safety concerns.

1. Procedural map data storage
   1. What problem(s) does it solve?
      1. Big data in games?
   2. How does it solve it better?
   3. Who will use it?
2. ~~Remote control limb chopper? -what is a better name for it?~~
   1. ~~What problem(s) does it solve?~~
      1. ~~An abundance of limbs~~
   2. ~~How does it solve it better?~~
      1. ~~No more limbs~~
   3. ~~Who will use it?~~
      1. ~~non-amputees~~