Ben Kern
CMSI 402

Project Proposal - Crowdventure

Crowdventure is a crowd-sourced choose-your-own-adventure game. Users will be able to navigate and play other user's games, as well as suggest their own options for the game. The owner of the specific node can decide from all suggested options which ones they want to include as "canonical options", though all users will also be able to scroll through all options - canon and non canon, and leave likes or dislikes on them. Any time a new suggested situation is created, the user who suggested it becomes the owner of that node, and they can decide which suggested options are canon and non canon. Crowdventure will run in the browser and will be easily accessible and navigable by all users, though creating and manipulating data requires a registered account. After a brief search online, I was not able to find anything that matches what I want this project to be, with the closest being a toy private project on Github, in which I don't even know if it works. Thus, this would be a novel project that will allow me to demonstrate my skills in full stack development. I will be using Apollo with AWS Serverless for the backend, as well as React for the frontend, and Node.js for project development and some sort of database service. I do not have a lot of experience with frontend, and I've never used React for any large scale project, so this will be an interesting experience for me. I spent a little time over winter break on the backend of the project already, and I have a working query database with mock data ready that I will be able to implement into the front end. I believe this will allow me to be able to have as much time as possible to complete this project during the course of this semester, as well as complete all required documents. Ideally, upon completion, I will be able to set up the website with small non-intrusive advertisements to be able to fund domain costs, and it will be able to exist as its own one-off project that I am proud of.