THE TEAM

Ian Kruper

Ian is a hard driving and highly professional computer engineering student who does not limit himself to traditional computer engineering disciplines. Ian came to York College as a gun-smith and has since tackled advanced mechanical engineering specializations such as use of the CNC lathe in the spare time between his normal computer engineering classes. Not shy to tackle any project or afraid to step into the unknown, Ian brings professional leadership and multi-disciplinary insight to the team.

Bri Stillman

Don't be fooled by her advanced mathematical skills and analytical methodology - Bri's reputation as a fierce competitor and no-nonsense engineer makes her someone to not be on the wrong side of! Bri learns exceptionally fast and can immediately implement and expand upon her knowledge base. Bri's high-level understanding of difficult subjects will let us stay on ahead of the curve.

Jay Tolton

Shaggy and unkempt, Jay can often be found shambling around the hallways, smelling faintly of wood stoves, wild dogs, and cheap gin. Rumor has it that by night he patrols the dark alleys of York stopping crimes with his own form of vigilante justice. Others say he's a disgraced and shell-shocked tech worker who suffered the fallout of the dot com era. Still others believe he is an exiled wolf spirit who is taking refuge in human form. In any case, we can't get rid of him, so we might as well put him to work.

THE PROJECT

Our team is creating wep app that allows York College students to more effectively schedule their classes. It allows students to pick the classes they want to take and a number of optional input parameters such as - desired days - desired times - maximum/minimum credits - total number of classes and it generates all the possible course schedules that fit the criteria. Advanced features might desktop and mobile appes, geolocation of courses, and an optimized route planner that allows students to take the shortest route between classes, along with "rate-my-professor" API and other ratings information.

LANGUAGES, FRAMEWORKS, APIs, Distribution, Version Control

Languages

We will implement the project using the Anaconda distribution of Python 2. We chose Python 2 over Python 3 due to its compatibility with Google App Engine, our web app hosting platform.

IDE

We will be using the Spyder IDE, packaged with the Anacdonda distribution.

HOSTING

We will be using Google App Engine to host the web app.

WEB DEVELOPMENT

For web app development we will be using the Django framework.

DATABASE

For database management we will be using the NoSQL-based MongoDB via the PyMongo libary.

DATAMINING

For data mining the York College site we will be using Python scripting.

DESKTOP/MOBILE UI/UX

If we get to this phase, we will use Kivy to package and distribute the desktop and mobile versions of the app.