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CS 411 Team Assignment 1 – Proposal

https://docs.google.com/a/bu.edu/document/?authuser=0&usp=docs_web

First Choice: “Getaway”

For our project, we want to create a website where people could input what activities they want to do in a country (hiking, sightseeing, amusement parks, etc.) and it'll suggest a country they could travel to. It'll then show the prices for plane tickets, hotel fares, and the weather in a city in that country at that exact moment. The thought behind it is that it shows you results as if you were about to hop on a plane right then and there to *get away*. It is, also, a getaway vacation so there are two meanings behind the title. The database used would be the person's profile and what interests they select or type in. Regarding APIs, we would use one like TripAdvisor to match those interests to what people are able to do in a certain country and then it would suggest a city, or multiple cities, to go to. Once that city is outputted, it would link to the APIs for plane and hotel prices, as well as the weather.

Backup choice: “GM Helper”

This project will focus on a simple yet much needed feature to make playing tabletop RPG a lot easier. Players can find a myriad of resources online on how to build their characters, level them up, manage them, etc.... The GM lacks those kinds of resources. Those that currently exist aren't as helpful and end up being more confusing. GMs are responsible for creating dozens of monsters and civilians per session, but it gets to be tedious after a few sessions. The project would be a way for GMs to make those preparations with ease. The product would allow users to digitize, create, save, organize their creations, and make recommendations based on certain aspects of the user's need. Most importantly, it'll make it easier to update and reuse. There are various APIs for D&D, some of them regarding monsters, player stats, rules, and other data. Some features that could be implemented is a random number generator for dice rolling. It will have all the stats of the monsters and can therefore easily compute the dice rolls with modifiers.