Title: Kickstarting your Kickstarter project - will it fund?

Purpose: This site allows those who are curious or planning to create a Kickstarter project to learn about what factors - goals, time period, type of project, etc - result in failed or successful projects.

Dataset summary: The dataset contains over 300,000 Kickstarter projects dating up until 2018. The data is sorted into individual projects with a variety of attributes. These include things like the project name, the category (i.e. Film & Video, Music, Food), the start date and deadlines, the number of backers, and other important statistics. It is organized in .csv Excel Spreadsheets and we are free to copy and redistribute the dataset provided that we give proper credit and don't use it for commercial purposes. For more information on the metadata, see our submission on GitHub.

Audience and goals: The people that would likely most benefit from our site would be aspiring entrepreneurs who are looking to create a kickstarter project and want to make sure it has a good chance of being successful. Other users might be donors who want to use kickstarter data to inform decisions on where their money would be best spent (i.e. projects likely to be successful), and any other people interested in new-age business and how crowdsourced funding has grown as a viable option for business growth. With this audience in mind, we intend to create a site that provides resources highlighting the patterns relevant to successful projects on kickstarter, as well as give visualizations of data that we find useful or relevant.

Requirements:
Functional
- Site should give users an idea of how successful their kickstarter project is expected to be
- Site should display characteristics of realistically achievable kickstarter projects
- Site should show patterns between certain kickstarter projects and the level of funding they received

Non-functional
- Site should correctly display data about the kickstarter projects
- Site should be accessible and be able to be used in a variety of ways (should be robust)
- Site loads quickly when loading or switching to new data.

Collaboration plan: Elisa's main job in the first couple of weeks will be to wrangle the data to make it usable and manipulable. Ben's role will be more to do with actually

manipulating that data and writing functions to find patterns within the data. Kenyon will focus more on creating a functional interface for the actual website, and bringing the data acquired by Ben into the site itself. As a whole, will be focused on website design and layout using what we have learned in class. We recognize that we will not be working on these parts completely exclusively, but rather working together and checking over each others' work to hold one another accountable.