Idea 1:

We will be designing a web application that helps you locate nearby people with whom to play a sport, such as catch, basketball, or soccer among others. This would be based on the user’s location, skills, and availability in the form of a schedule. The user would create a profile and log on using their Facebook or Gmail as a form of third party authentication. Their profile would be stored in a database that we create, as well as their selected preferences. Depending on the user’s preferences and nearby location to other users, a connection would be established between them to meet up to play the chosen sport. The form of communication will be through the use of the Slack API, and the ‘formed group’ can choose the venue of where to meet up using the Yelp API to check for reviews. The whole point of this web app is to gather people for a spontaneous game of pick up.

Idea 2:

We will be designing a web application that builds a playlist of songs based on your current mood, location, or/and weather. The user logs on using Facebook, or Gmail as a third-party authentication. The database that is constructed would store the user’s profile, as well as past playlists put together, with the name of the songs chosen for that specific day. Once logged in, user enters their mood, and that accompanied with the weather and location (if checked) would access Spotify to build the playlist for that user. The APIs we would use for this are Yahoo Weather, Spotify, and Google Cloud natural (for sentiment analysis). Google Cloud Natural would be used to analyze text messages and predict the user’s mood if desired.