CS411 A2 Project Proposal

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**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, soccer, etc. Based on the user’s location, activity preferences, skills, and schedule availability, the app would notify interested users in nearby pick-up games. The user would create a profile and log on using their Facebook or Gmail as a form of third party authentication. Their profile information and selected preferences would be stored in a database that we create. Users will be able to communicate through a message platform based on the Slack API. The formed group can choose the venue of where to meet up using the Yelp API to check for reviews. The goal 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, and/or weather. The user logs on using Facebook, or Gmail as a third-party authentication. The constructed database would store the user’s profile information, as well as past playlists put together to form a history, with the name of the songs chosen for that specific day. Once logged in, users enter their mood, and that accompanied with the weather and location (if accessed) would utilize Spotify to build a playlist. The APIs we would use for this are Yahoo! Weather, Spotify, and Google Cloud Natural. Google Cloud Natural would be used to analyze text messages and predict the user’s mood, if desired, through sentiment analysis.