Create a GitHub repo for your project. In that repo add a "Documentation" folder. In that folder create a document called "Project ideas" **(2 points)**

**https://github.com/e-evensen/ITSC-3155-Software-Engineering-Group-Repository/tree/main/Documentation**

Include the name of all of your team members in the document to be submitted **(2 points)**

[Mohammed El-ali](mailto:melali@uncc.edu)

**Jordan McQueen**

**Cristhian hoyos**

**Kanchi Sutradhar**

**App name: Enjoy responsibly**

**Mohammed El-Ali section:**

1. List the source of and **describe** at least 1 potential data sets **(8 points)**

[**https://www.kaggle.com/prashantk93/inventory-data-for-grocery**](https://www.kaggle.com/prashantk93/inventory-data-for-grocery)

This is inventory data of groceries that can be used for us to get ingredients that are commonly found in grocery stores in America. The contributors of this data set are from North America and have only listed North American goods.

2. Identify who your customer/s would be **(8points)**.

Our customers would be users 21 and over who are looking to learn more about bartending and making drinks in general. Users who will also be interested in saving money on drinks will also be interested in this.

3. Describe the problem that each proposed project solves and justify its need (10 **points**)

The problem we are trying to solve is the lack of knowledge on drink making will solve this problem by providing tutorials of stuff they already have. Another problem is the cost of drinks, bars overcharge customers on drinks nationwide. Our product will help users save money by not going out and using stuff they already have to make drinks.

4. State the product vision and how your web based project would be useful to society **(8 points)**

Our product vision is based on educating our users on making drinks. This is useful to society because it makes our users smarter and more resourceful with the stuff they have at home.

5. Identify the major features of each of the proposed projects. **(12 points)**

* Drink tutorials
* Drink recipes
* Allowing users to enter what they have as ingredients

**Kanchi Sutradhar section:**

1. List the source of and **describe** at least 4 potential data sets **(8 points)**

<https://www.kaggle.com/imakash3011/rental-bike-sharing>

This dataset contains information on the time, kind, price, quantity, and location of the bike sharing program.

2. Identify who your customer/s would be **(8points)**.

Our customers would be anyone who is interested in biking and taking a ride to explore the surroundings.

3. Describe the problem that each proposed project solves and justify its need (10 **points**)

The aim of this project would be to help more people easily get in touch with the locations and the availability of bikes. Along with the all time location, a user will also see the cost that he/she might have to pay for the bike trip.

4. State the product vision and how your web based project would be useful to society **(8 points)**

a. App based and web based app

b. Our product vision is based on focusing on the convenience of the user. User will simply put the location, time and the app would suggest the nearest bike picking location along with the time. This would save the user time and hassle.

5. Identify the major features of each of the proposed projects. **(12 points)**

* Data entry for the day
* Data entry for the location
* Easy steps to guide the user through the entire process renting a bike with convenience

**Cristhian hoyos section**:

**tack-toe.com**

1. List the source of and **describe** at least 1 potential data sets **(8 points)**

[**https://www.kaggle.com/rsrishav/tictactoe-endgame-data-set**](https://www.kaggle.com/rsrishav/tictactoe-endgame-data-set)

This is a data set of tic-tac-toe end game outcomes of all possible outcomes of losses and wins, Where x is assumed to have played first. This is done using IB1 instance-based learning algorithm

2. Identify who your customer/s would be **(8points)**.

Anyone interested in tic tac toe games and outcomes. Possibility of learning to strategize or learn tricks. Beat there friends to impress them

3. Describe the problem that each proposed project solves and justify its need (10 **points**)

The aim of this project would be to help those new to the game or were never good at the game to improve their skills and learn new “routes” to win. Not only will they see what steps lead to certain outcomes but they can have the site predict outcomes based on moves made.

4. State the product vision and how your web based project would be useful to society **(8 points)**

The vision would be to have a webpage that has a tic tac toe board on the front page that allows them to enter moves that have been made and as they enter moves the site shows them the top 5 most likely outcomes. I think this would be a great way to get kids interested in the games but also get them interested in algorithms and coding. Showing them that it can be applied to everyday life. As well as the older generation who wants to show off to their friends or beat their grandkids

5. Identify the major features of each of the proposed projects. **(12 points)**

* Interactive game board
* Horizontal list of top five outcomes that changes as the moves are entered
* A start and next button to click though turns and start the game as well as an end button
* Tips page to give advice on how to start games that have a more likey chance of winning.
* Record your games and save them to view later.
* Play the game with others via the website similar to online chess.

**Jordan McQueen section:**

1. List the source of and **describe** at least 1 potential data sets **(8 points)**

[**https://www.kaggle.com/sudalairajkumar/cryptocurrencypricehistory**](https://www.kaggle.com/sudalairajkumar/cryptocurrencypricehistory)

This data set is a combination of crypto currencies and their prices throughout the past few years.

2. Identify who your customer/s would be **(8points)**.

Customers of the product that would use this data set would be people who are interested in investing into Cryptocurrencies; having historical pricing data would help customers continue to invest.

3. Describe the problem that each proposed project solves and justify its need (10 **points**)

Cryptocurrency and other similar forms of investing are considered to be volatile and difficult to predict, this leads to investors oftentimes losing money. This project would help alleviate some of the pressure by providing as much information to the user as possible; having the ability to observe trends and make informed decisions will make it a bit harder for investors to go broke.

4. State the product vision and how your web based project would be useful to society **(8 points)**

This product will provide analysis and investing advice to users based on their own investing habits as well as a data set of relevant cryptocurrency prices. This will be a phone application for anyone looking to invest into cryptocurrency or predict trends regarding cryptocurrency. This application will have ample use with both experienced and inexperienced investors; the simplicity and ease of use should make it easier for everyone to invest their money.

5. Identify the major features of each of the proposed projects. **(12 points)**

* Trend Prediction
* Purchase Tips
* Price Fluctuation Warnings