Twenty questions for our sponsor:

1. Our advisor mentioned the app was supposed to be like a game so should there be challenges in the app?
2. Should the app be more of a model or more of a game?
3. Should the app be cross platform?
4. Should the app be a website, accessible from a phone?
5. Do you have anything in mind regarding style of graphics?
6. Do you know what parts of the body the program should model?
7. Do you want the app to work without wifi access?
8. Should this be a web app or a mobile app?
9. Should this be available on the app stores, or just a tool for GU students?
10. Is the game something to be used inside the class or outside the class or both?
11. What are the most important things you would like our app to model?
12. Should the app be more visual (mostly graphics) or word based?
13. What is the goal for the outcome of this project?
14. Do you want the graphics to be more realistic looking?
15. Are there any specific ways in which you model things in class that we should incorporate into our app?
16. Are there any specific ideas you have for how the interface should work? Drag and drop or sliders?
17. Are there any specific images/logos you want to add into the app?
18. Do you want to see the progress of each student in the app? Do you want the students to have accounts?
19. Is there anyone other than yourself that we can run ideas by? Beta testing?
20. How do you anticipate this app will be used in your class?

Top 5:

Do you want the app to cross platform (i.e. ios, android, windows)? Should this be a mobile app or a web app? Should the app be web based?

Are there any ideas you have for the style of the app? Do you have ideas for what the graphics should look like? Do you want the app to be primarily visual with very few words?

Do you have any specific ideas for what you would like our app to model? What part of the body should we be modeling? How many different scenarios would you like to be modeled?

What is the overarching goal that you have for this project? How do you hope for this app to be used in your class?

Would you like to see the progress of each student in the app? Would you like the students to create accounts on the app that you’d be able to monitor?

Tasks:

1. Look into tools for cross platform development? i.e. look at apache codova, phone gap, a web based app, etc. Try to find tools that are free and commonly used.
2. Search app store or internet for other apps that model biochemistry processes. Try to determine what development tools they used (i.e. graphics library, api, etc.)
3. Look into different databases we may be able to use, starting with firebase. Focusing on databases that would allow us to create user accounts and have admin accounts.
4. Research different graphics libraries we may be able to use, looking for libraries that are good for game-like apps. Should we use a 2d or 3d graphics library? Look for graphics libs with good documentation and tutorials.