# Project Proposal Draft

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### What will the project do? What problems does it solve? Who does it solve the problems for?

I am a math enthusiast, so something I always wanted to create was a game that involved numbers and symbols that required a logical thought process to solve. The game would use a grid and the user would have to determine the values of the symbols based on the total that the rows, columns, and diagonal add up to. It is not solving any problems or making a big impact, but I think it would be helpful to users since it would require them to think logically and mathematically in a short amount of time. It could improve the way one thinks. The level of complexity involved is between low and medium since there would be different levels of difficulty and data assessment based on how they do over time. I have no other idea as I’m not creative, but I will change it if there is a better one.

### What technology will you use to create, manage, and complete the project?

I enjoy doing the SDLC process when working on my own personal projects, and that includes wearing multiple job titles. I enjoy being the project manager, Scrum master, UI/UX, and the developer. So, I will use Trello to manage the Agile development process, I will use the program Sketch for the UI/UX design, Paint Code if I need to do custom drawing through code, and I will use Xcode and macOS for the development of the application using Swift. I will also use Source Tree for source control and might need to use Firebase if the application will require a backend to store the data.

### Have you already though of classmates you would like in your project group?

From the discussion board, I choose Mala Pahari who I had previously worked with in another class at the beginning of the year, Landon Frederes who has iOS experience, and Kurtis Waldner who also has iOS experience, so I think we will form an amazing group since we have similar skillsets.

### What challenges do you foresee with your chosen project?

I work over 40 hours a week and also have 4 other senior level CS classes, so dedicating time to building an application (or helping build one) will require additional time commitment that I maybe might not have. I don’t plan on building a full app that can be a startup, but at least an MVP product that would be acceptable. I don’t foresee other challenges except maybe some other team members might not be pulling their work or not understanding their stories in terms of what they are supposed to be developing. I don’t mind taking the role as the project manager, but I also don’t think I should be babysitting them when it comes to user stories because they will or most likely will be exposed to Agile development when they go out into the real world if they have no experience in it, so I would expect them to learn the Agile way if needed on their own time since sooner or later they might get exposed to it.