

Pitch 1:

A webapp that provides game data and analysis for a particular match of the online team-based multiplayer game League of Legends. It will utilize the Riot Games API to retrieve live game data, particularly the player names present on either team, and the api of op.gg (a site that aggregates statistics and rankings of all active players) to retrieve statistics and playstyles of all the players currently in that match. The site will then display the playstyles, strengths, and weaknesses of each player that the user can adjust their playstyle to. The user can also log in to view their analyses.

Pitch 2:

A webapp that collects data from various food delivery services (Grubhub, Uber Eats, Postmates, etc.) to provide aggregate data on particular restaurants/food items. The site can then do comparisons between those services to determine which are the fastest, cheapest, or some other parameter. The user can also log in to bookmark their favorite restaurants for easier accessibility and recommendations.