**Pitch 1 (Music Queuing):**

<Name of Project> is a collaborative music queuing system that allows its users to input their recommended song into the queue where other users that are using the application can rate the song by giving it a thumbs up or down. Based on the ratings the song gets, it will either move up or down in the queue. This will be implemented with the use of the Spotify API. This platform will have the power to alter the way groups interact with music in social settings. Today, you can use apps and subscriptions to listen to music individually, but at parties or events, collective listening is the objective. However this can often get muddled away when hosts prepare their playlists in advance as the organic, dynamic, and spontaneous contribution to a party’s mood goes missing. Additionally, the host conventionally holds a great deal of responsibility in terms of the music that gets played at social events and often times people are left unsatisfied because everyone has different music tastes/preferences. With the use of this application, this sentiment will no longer be an issue. Through this user centric platform, the power will be put back in the hands of the party goers as they will have the ability to choose what music they want played.

* what sort of music is trending among the users – run analyses

look at recently played on Spotify, facebook likes, twitter likes

**Pitch 2: Restaurant Roulette**

Restaurant Roulette is an application that enables a group of users to input a set of constraints such as geographical radius, food genre, and price to generate a restaurant for the group to go to. Often times in group settings, the biggest issue people have is determining where they want to eat. This platform ultimately mitigates this problem and takes the headache out of the decision making process. Additionally, the users of the application have the ability to either upvote or downvote the auto generated restaurant and the ratings of the restaurant are then saved in the history of each users’ profile.