**IT 499 Project Proposal - SentenceZing**

**By**

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**Project Definition**

Design a web application which allows users to access the site and be matched with a random person and create a unique short story. This would be achieved by having the users first choose a category of story they would like to create and then be matched with a random person in this category. Possible categories could include Random, Gaming, Horror, or Funny to give users an idea for the direction of the story. They would then take turns writing a sentence or two within a time limit to keep it interesting and interactive. After the story is completed it will be posted on the site and available for others to read and vote on to be ranked as one of the top stories of the week. A user will also be able to make an account to have associated with the work they have helped create and in adding other users as friends. A user can start a story making session with a user they have friended instead of choosing a random person. We may also include a madlib generator with the same concept of creating your own and then sharing it so that other people complete it, post their results, and vote on it. A user could also choose to recommend their created madlib for friends to complete. With this foundation in place and time permitting the voting and posting features could be expanded to include additional items.

**Target Market**

The target market for this web application would be users interested in creating or reading interest, scary, or funny stories and madlibs. Users are expected to be creative, social and interactive. A large portion of initial users will come from gamers and writing enthusiasts who the developers know. They will provide a large diversity in user base and allow for very useful feedback in continuing evolution of the website.

**How we are connected to target market**

Our team is involved with gaming and other creative communities who would enjoy and use a web application which allows this level of fun and interesting social interaction and innovative creativity. We have several friends at Mason who are creative writing English majors who would be very interested in using this kind of website for fun and to spur ideas for their own writing. Friends with these interests would provide an initial user base from which the website could spread and grow a larger audience. Based on this feedback the categories for users to group in could be expanded such as the gaming section to allow for more subcategories such as genre or specific games. These groups would also be useful in revealing which interaction functions are most successful and if messaging features would be useful.