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Team Name: Swords Up

Project Manager: Adeline Roberts

Application Ideas:

* Sport stat tracker- Develop a sport statistic tracker that allows users to input data from game statistics for various sports that they may play. Users can track scores, player performance and generate reports for analysis. This could be pitched to NCAA college programs to improve performance.
* Netflix/Hulu idea – Build a clone of a famous website. The complete website would definitely be challenging and we won’t have enough time to finish. Plan on remaking the landing page and probably include js bits like the login.
* Video game/Tamagotchi Spoof – a mobile game that allows the user to raise a pet/animal, from infancy until adulthood. There will be multiple methods and items presented to the player that will affect its appearance and personality (from a list of 3-5 potential outcomes) once it reaches maturity. Halfway through its childhood, the creature will develop a preference for a randomly generated personality type, adding a challenge for the player as they need to balance both the creature’s preferences and their own. Once the creature reaches adulthood, it will move out, allowing the user to adopt a new infant and begin the process over again. Various in-game rewards, such as cosmetic items and/or in-game currency, will be used as an incentive for the user to continue raising creatures with various personalities.
* Chore List/Task List Manager – A mobile application for managing a custom set of chores/tasks between a group of people, such as members of a household or a project. A list can be loaded with tasks, and each task is either manually assigned or randomly distributed between list members. A checklist will be implemented into the application to keep track of the completed tasks, with an option to alert task members whenever a task is completed to keep them all up to date. At the end of a specific period of time, such as a day or a week, the checklist will refresh and can redistribute the tasks among the task members.