**Project Ideas Fall 2017 (8/22/17)**

Holly Hughes – Android App: some kind of mood tracker, (knows apps being used, works background)

Brenner Harris - Game (Unreal Engine), or use TensorFlow (machine learning tool), Android App ?

Greg Youngblood – AST uses DOS box to run labs. Need for updating(?); OR Raspberry PI used to play requested mp3s from Web interface; OR

Dana Griffin – Reddit-like forum for student discussion/doc storage (profs, classes, etc.); iPhone App for tracking dietary supplements

Brian Waldron – Scoreboard and time-keeping App for Quidditch

Nathan Stokes – Online payroll App targeting construction businesses. Keeps track of job, time/hours, personnel, etc.

Sean Kelly – Build a file manager for Linux – command line oriented. Possible add GUI.

Sarah Mbiki – Mobile app to support Non-profits who need volunteers. Personalized based on interest.

Austin Tran – looking for an idea: Interested in mobile programming, web

Callie Griffin – Mobile app for diabetics: track food, calories, and looks at how foods/exercise affects sugar levels.

Michael Hansal – IoT, physical computing application

Matt Felts – 2D game, educational mobile app

Justin Vaughn – banking application, initially used by managers, then customers. (web + database)

Luke Stack – Online store with credit card processing (marketplace); OR an embedded system for controlling CNC router or other tool.

Daniel Wilkins – O status server (protocol used for social networks).

Josh Blavatt - Computer simulation of board game to determine play complexity

Tyler Haney – Possibly game (Unreal); OR build 2D game from ground-up; OR implement a “game-scraper” (use game API to gather data from a game and process for future decisions).

Michael Huneycutt – Mobile app that takes a picture of a bug/insect and recognizes it (image processing); OR possibly a children’s mobile game; OR point-of-sale system.