

## Capstone Project Two

App/Site Name	User Ideas
Video Game Paring App <a href="#">IGDB API</a>	<p><b>Problem:</b> Not having online friends to play video games and having trouble meeting new people</p> <p><b>Solution:</b></p> <ul style="list-style-type: none"> <li>Create a system where people list multiplayer video games they own and then create meetings between users once a week based on their availability.</li> </ul> <p><b>Extras:</b></p> <ul style="list-style-type: none"> <li>Create an online meeting room to join for communication</li> </ul>
Streaming Dating App <a href="#">uNoGS API</a>	<p><b>Problem:</b> Finding ideas for online dating and first dates.</p> <p><b>Solution:</b></p> <ul style="list-style-type: none"> <li>Pairs people based on their TV show/Movie preferences. First date is online watching a new title together picked by the algorithm.</li> </ul>

Action	Reaction	Difficulty
User clicks Sign up button	Takes user to sign up form <ul style="list-style-type: none"> <li>Username (at least 6 chars)</li> <li>Email (must be valid)</li> <li>Password (at least 6 chars)</li> <li>List of video games they own</li> <li>User availability for the week to play</li> </ul> Redirects after submission to user home page	2
User clicks login button	Takes user to login form Redirects to after successful login to the user's home page.	1
User gets to home	Displays games they own and their availability	3
User clicks pair button	<ul style="list-style-type: none"> <li>Makes a loading animation and pairs user with another user with same availability and video game availability</li> </ul>	5
User clicks review hangout	Takes user to form asking for: <ul style="list-style-type: none"> <li>Rating of experience</li> <li>Add as a friend?</li> </ul>	3

