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Project Proposal Document

Gifter is an iOS specific application targeted for the iPhone. It will provide users a way to

directly interface with the Amazon API to add items to their own wish lists. They will also be able

to find friends and family and view their wish lists as well. The highlight of this application is gift-

splitting. Users will be able to request to split an item or items with one or more of their friends.

In a way, it is a lot like Uber in that you can easily split the cost of something with the touch of a

button. If desired, the user will also be able to specify how much he and the others contribute to

the full cost of the gift. Gifter will allow someone to see exactly what their friends or family want

or are interested in. In the instance that it is a large gift and the user does not wish to pay for the

full thing, he or she can then achieve the purchase by requesting to split the cost with other

friends and family. This is especially useful around the holidays. A typical use case would be a

number of siblings buying gifts for their parents. One of the siblings can add one or more items

from their parents wish lists and then evenly (or unevenly) split the total cost.

Learning how to develop an API will exhibit how fast I can deliver a large amount of data

as well as how well I can interface with another API. Developing the front end on an iOS

platform will challenge the interface designer inside of me. I have had some experience in both

Java, Go, Objective-C, and Neo4j; however, this project will help deepen my understanding and

skill set in all of these as well as introduce me to new things such as the Swift programming

language. Having had very little experience with writing an API, this will be the perfect project to

figure out the nuts and bolts of how REST should be used. While I do not believe I will get to

everything in one semester, especially taking into account all of my other classes, I do believe I

will achieve a working iteration of Gifter that I can be proud of. I already have a developer account, development environment, and iPhone to get things started.

This project is not only interesting to me because of the challenges that it provides, but also because of the potential I believe it has. There are many applications out there that do somewhat the same thing that Gifter will do, but none of them are very user friendly, nor do they have the gift splitting aspect. I feel that an application such as Gifter could be a way to bring a company such as Amazon into the social fold without going too far into social media. Websites like Amazon already provide users with a wish list but fail to make that truly visible to friends and family. Gifter, I hope, can become that entity, and I think that just in the first meeting my classmates saw that as well (especially after Zoey's suggestion of adding a Secret Santa feature).