**What kind of website would you like to build? What kind of mobile app would you like to build?**

I would like to create a website for a Persistent Browser Based Game (PBBG). “A persistent browser-based game (PBBG) is a computer game that is both browser-based (accessed and played over the Internet only through a web browser) and persistent (able to progress with successive playing sessions).”

[https://enacademic.com/dic.nsf/enwiki/6634317#:~:text=A%20persistent%20browser%2Dbased%20game,progress%20with%20successive%20playing%20sessions (Links to an external site.)](https://enacademic.com/dic.nsf/enwiki/6634317#:~:text=A%20persistent%20browser%2Dbased%20game,progress%20with%20successive%20playing%20sessions)).

This would not be a website hosting an application game/one that has moving graphics (at least not for the main gameplay elements) but will have to have UI/UX designed to display useful images, information about characters & players as well as shops, and different gameplay features (like adopting, breeding, buying, trading, etc).

If I do not focus on that or it is not acceptable, I would like to create a website for a high school. I hate the new website that my school had designed and would like to image what I would have done if I had created it myself or made one for another school.

As for an app I was thinking about an app dedicated viewing the 30 Dow stocks and the amount they are currently up or down. My grandma gave me the idea and she says that something like this doesn’t exist or if it does it doesn’t work/isn’t easy to use. So, I would like to design a simple app to view the DOW. It would probably have a main page with all the stocks, maybe an RSS feed, and a page with related news topics. I am not sure what else I would add as far as pages so I may have to think of something that would have more to it. Potentially a companion app to my website ideas.

**Who would your targeted audience be for the website?**

The target audience for the PBBG would probably be a niche audience of players who like this type of game. Mostly women, aged 15-35.

For a school website the targeted audience would be high school students aged 14-18, as well as their parents Adult Men & Women with high school aged children.

**How have you created web sites in the past?**

I have used WordPress (through Bluehost) and I also use it at work for our website and another website I help manage, our new website will be hosted by a company called Edlio and they have their own backend different from WordPress. I have also used other website builders in the past.

In the class I took at DCCC we used git to push websites we coded onto bitbucket.

I took a class at Neumann where we used oracle web server to code websites.

On my own pc I have used WAMP server when I was teaching myself PHP, which I also used FileZilla to push onto a free webhost at one point.

I think I might have also used visual studio to create a website before too with visual basic.

**Who would your targeted audience be for the mobile app?**

The target for the app would be investors and those interested in the DOW Jones or tracking stocks. Probably men & women (maybe mostly men) aged 35+ or and retired adults 60+

**How have you created mobile applications in the past?**

I have only designed one using a website in the class I took at DCCC, I have never coded or created an actual app. I think it was called Ionic Creator.