### **Initial 20 Ideas/Problems to Solve:**

1. Finding Rooms to Study in (Beyond just the libraries)
   1. Bashar
   2. Garrett
2. Getting more sleep
3. Investing (Money)
4. Memory (Help remembering things without taking a picture of where you parked etc)
5. Finding transportation on campus
6. How busy restaurants/food places are on campus at any time (wait time)
7. A way to store long term goals people want to do but may not have the time for in the moment (classic books, movies, etc)
8. Way to compile scholarships (and break them down per major)
9. A way to remember what you already bought, so you don't buy it twice (saving you money) [appreciation, gratitude, “don’t need it” messages]
10. A way to stay motivated to do hw
11. Some sort of recipe app (giving you new ideas for what to make without a bunch of specific ingredients)
    1. Wil
12. Budgeting for college students (where to buy stuff)
13. Compare different computers/technology (not necessarily specs, more “common sense”)
    1. Garrett
    2. Zach
    3. Bashar
    4. Todd
14. Weather (what to wear) (hoodie weather vs coat weather etc)
    1. Wil
15. A better way to wake up than an alarm (which gets so annoying) [motivational, enjoyable noise, no snoozing]
16. Video game suggestions (On what amount of time you have to game, what you like to play etc)
    1. Zach
    2. Todd
    3. Bashar
17. Mood suggestions [happy mood, sad mood, etc., entertainment that matches, sometimes you want to get invested in characters, sometimes you want something fun to turn brain off to]
    1. Todd
    2. Wil
    3. Garrett
18. Fashion helper (matching colors, textures, denim with silk, etc) (Has your wardrobe in it to give you stuff you have as suggestions)
19. A way to show what pressings of vinyl sound good and are worth the money and what are bad, also a way to wishlist upcoming or sold out records
20. An auto reply generator to text messages (different for parents, friends, etc) (Seperated by time?)

### **Final 3 Ideas:**

1. Compare different computers/technology (not necessarily specs, more “common sense”)
   1. How many users (on campus):
      1. Wil: 5
      2. Bashar: 3
      3. Todd: 4
      4. Zach: 5
      5. Garrett: 4
      6. **Average**: 4.2
   2. How easy to make the UI:
      1. Garrett: 4
      2. Zach: 4
      3. Bashar: 4
      4. Todd: 4
      5. Wil: 5
      6. **Average**: 4.2
   3. How interested:
      1. Zach:4
      2. Todd: 4
      3. Bashar: 3
      4. Garrett: 5
      5. Wil: 4
      6. **Average**: 4
2. Video game suggestions (On what amount of time you have to game, what you like to play etc)
   1. How many users (on campus):
      1. Zach: 4
      2. Todd: 3
      3. Garrett: 3
      4. Bashar: 3
      5. Wil: 3
      6. **Average**: 3.2
   2. How easy to make the UI:
      1. Bashar: 3
      2. Todd: 3
      3. Garrett: 2
      4. Zach: 4
      5. Wil: 3
      6. **Average**: 3
   3. How interested:
      1. Zach 5
      2. Todd: 5
      3. Garrett: 3
      4. Bashar:5
      5. Wil: 4
      6. **Average**: 4.4
3. Mood suggestions [happy mood, sad mood, etc., entertainment that matches, sometimes you want to get invested in characters, sometimes you want something fun to turn brain off to]
   1. How many users (on campus):
      1. Wil: 3
      2. Zach: 3
      3. Garrett: 4
      4. Bashar: 4.5
      5. Todd: 4.5
      6. **Average**: 3.8
   2. How easy to make the UI:
      1. Wil: 4
      2. Zach: 4
      3. Garrett: 5
      4. Bashar: 4
      5. Todd: 3
      6. **Average**: 4
   3. How interested:
      1. Zach 3
      2. Wil: 4
      3. Bashar: 4
      4. Garrett: 4
      5. Todd: 3
      6. **Average**: 3.6

### **Final Idea:**

1. Video game suggestions (On what amount of time you have to game, what you like to play, what mood you are in, do you want to get emotionally invested etc)
   1. Specifically what game to play next (with the amount of time you have)?
      1. Syncs with your library?

Problem Scope: People want to play a video game but don’t know what they want to play. Our goal is to look at what games people usually like, how long they have to play, what mood they’re in, etc., and suggest a game based on that.