**POSSIBLE MOBILE APP PROJECTS FOR MONDAY TEAMS**

1. LandSurveyor (new). Most of the time, adjoining boundaries constantly are moved through the repeated process of cultivation. GPS capability of the mobile phones and “cloud computing “ could aid in relocating these lot markers. A possible reference point for measuring land boundaries is using the position of the sun at a certain time and day of the year. Geodetic engineers have used the sun projection on land surfaces as a reference point. **(Android)**
2. Yield (new). A group of mobile phones may be used to lay out a straight path and measure distances. This may be done by making the mobile phones work as a radar. Using the video camera of the mobile phones, the following applications can be developed: **(Android)**
3. Counting grains and fruits, we can estimate the total yield of growing crops, such as rice, tomato, eggplant, cherries, and mangoes.
4. Determining condition of crops through the color of the leaves. We can also determine the ripeness of the fruit through it’s color.
5. Bidder (new). The sources of losses for harvested rice are: the thresher operators, the tenant, and the buyer’s agents while the stakeholders interested in minimizing these losses are: landowners, thresher owners, and buyers. An automated real time data gathering installed in the combined harvester can be transmitted to a mobile phone for processing, documentation, and transmission to all stakeholders. This is to deter losses and facilitate optimum profits on the venture. The mobile app should be capable to compute the instantaneous weight and total harvested rice. The app should also measure moisture content and average physical dimension and hardness of the rice grain. A summary of the result will be sent to all stakeholders and is announced in an auction for the highest bidder. The winning bidder will now direct his agent to complete the purchase. **(Android)**

1. DiviningRod (new). A mobile app may be developed to determine the presence of water tables underground through the use of electrical resistivity of the layers of soil. A device that measures electrical resistivity of the soil will be used in this project. It has a graphical display of the results of the resistivity calculations showing the presence of water underground. The mobile phone is interfaced with bluetooth and displays the graph on the mobile phone’s UI. **(Android)**
2. CaseAide. This app centralizes a client’s information for easy access, allowing a social worker to call, text, e-mail, or get directions to clients and their collaterals. This is a continuing mobile app project whereby there are two current versions: the CaseAide Note and the CaseAide Scholar. CaseAide Note is already published but CaseAide Note still have bugs and needed to be fixed in order to be published. **(Android/iOS)**

**POSSIBLE MOBILE APP PROJECTS FOR WEDNESDAY TEAMS**

1. NVZN (new)

Envision provides an alternative way for fans to engage with their favorite NFL teams by predicting the winners of the games each week. Players will have the opportunity to predict, or envision, who they think will win each game before they are played. Through the app, fans can be connected with their friends and compete against one another through leagues they create. This application will serve as a means for a more casual football fan to be involved with the sport, as opposed to Fantasy Football’s continuous research and knowledge of players. Envision brings friendly competition between you and your friends, family, coworkers, teammates as well as fans everywhere each week during the football season! **(Android)**

1. CoyoteQuest

This mobile app serves as a map and location finder for students who need direction while inside the buildings or campus of the California State University San Bernardino. This mobile app project is a continuation of the CoyoteQuest app Android version. The feature of navigation path will be added. Publish the app in Google Play will be a goal of this project. **(Android)**

1. Know&Vote

Know&Vote is designed to make voting easier & unbiased. It’s a place to learn about candidates, track their voting records, & learn which corporations are contributing to them. Know about what is on the ballot in local, state, national elections, & VOTE! **(iOS)**

1. SOS

In case of emergency in a campus, this app will allow users and alert other users, which have installed this app, to also show the precise location(s) where the incidence has occurred. This mobile app project is a continuation of the SOS app where this spring, we will complete the Web portals to the “school district office” and the campus police. **(Android/iOS)**

1. Tower of Valor (new)

Every fall quarter in CSE 440 (Game Design) there is a Finals Game Competition to determine the best proposed video game in this class based on the following criteria: well-defined game design, aesthetics of game world, exciting game play, good game mechanics, and most of all, is it “fun” to play. The prototype video game is developed in Unity game tool. This year’s champion game is “*Tower of Valor*” and will be ported to the iOS mobile game. **(Unity/iOS)**