# Team Self-Enrollment Projects

Listed below are the top 17 projects. You will be able to self-enroll tomorrow beginning at 8am on Wednesday.

1. **UW-Madison Gymnastics Club Attendance Tracker**
   - Each week the UW-Madison Gymnastics club hosts practices and they currently keep track of attendance through an excel document. This is not very mobile friendly and makes signing up for a practice more difficult than it needs to be. The club would like a mobile application built that introduces a simpler way for members to sign up for practice each week and that can still export practice attendance into an excel file for record purposes.
2. **Software Training for Students Manual Editor**
   - Software Training for Students (STS) is a subsection of DoIT, Academic Technology.STS offers software workshops, ask a trainer appointments, and online technology training.
3. **Madison Tour planner for parents**
   - The goal of the app is to help parents/ students to schedule a rich yet not rushed tour around Madison. Users just need to input the family's visit time, age of family members, and the app will generate a travel plan that's not tiring(taking each member's age into account, or if they're jet-lagged), and make good use of time (the planned route makes sense, arrange activity according to best visit time, avoid crowded places).
4. **Woodland Application**
   - An application that utilizes Deep Learning to identify plants and animals in realtime. Users will be able to identify mushrooms, flowers, plants and animals on their hiking trip or int heir backyard besides helping scientists to track phenology. This project provides students opportunity to work on real world models and data to deploy deep learning on mobile using Tensor flow lite and practice both front-end mobile programming and back-end on database management. Hoping to also improve users' incentives for being a citizen scientist(think PokémonGo). Potential client: UW Madison Arboretum.
5. **Interconnected Degree and Enrollment Application**
   - A single-page web application with a visual, interactive environment where students can explore degrees and actively choose any advised choices to add into their college plan which is automatically added into their cart during enrollment.
6. **Coach Easy**
   - With the rise in the importance of health in the perspective of the general populace and an increase in popularity of fitness and health applications, the lack of a well produced coaching application is needed. The applications first feature would be a training log. A coach would be able to assign a set training split to clients. The split would feature exercises with a variety of completion formats.The initial completion formats would be 'Sets x Reps', Time, AMRAP.
7. **Metcalfe Market application**
   - This is an application for the local grocery store, Metcalfe's Market. The user is able to create a Metcalfe account, find personalized sales of the day, directly search for products and add them to

a developed grocery list. The application will also have a 2D layout of the store that highlights the locations of products in the user's grocery list. Students who select this project will use a variety of relevant technologies like databases, OAuth tokens, UX design, and REST APIs while also developing an interesting app for a local business.

8. **Budget Management**
   - The goal of the application is to help people who have less experience on managing budget or struggle to control their spending habits. The application provides features in account book such as tracking income, expense, and balance. Additionally, the application can remind a user when he or she tries to spend excessively by sending a notification.

9. **What to eat**
   - This application would recommend the restaurant to user by different search criteria.These days people go out to eat a lot with different reasons and events. Also, people choose the restaurant with various factors such as taste, mood, and number of people. When they dine out, different people value over different criteria. There are many restaurant applications, such as Yelp and Urban Spoon. Many of them recommend the restaurant by the distance or time of the meal, such as breakfast, lunch, or dinner. Also, people need to read each review to decide the restaurant. Therefore, it could be long process to choose the restaurant to dine out, and hard to know about eating environment of restaurant unless user read the multiple reviews.

10. **Wardrobe**
    - Whenever we wake-up in the morning, we tend to be lazy deciding what outfit to wear. Therefore, if we get a chance to manage our clothing, shoes, tops, coats, jackets, bottoms, shoes, hats, scarfs, earrings, bags...etc., we can just lie on the bed, swiping the screen of phones and simulating what you may look like without really wearing on those outfits. The main idea is to design an app for clothing stores, like under armor store on the state street, having a business relationship that can combine their clothing product to their customers; however, it can also be applied to everyone who wants to schedule and manage outfits daily.

11. **Simply Run**
    - Make a minimalist running app that focuses purely on running and provides the user with a clean, concise and easy to use user interface. There are important statistics involved in running that the app would keep track of such as distance, pace, and duration. A key component of this app is to stay away from statistics and features that are not core aspects of running.For example sharing your run on social media or having a pop up after you finish a run asking you to fill in a bunch of extra details about your run like adding a picture or adding the current weather(features that I have run into on running apps), these features add a bunch of unnecessary information that clutters your workout log.

12. **MadDealz**
    - I propose a mobile app that would contain all the deals that bars in the area have, called "MadDealz". Users would be able to sort deals by day-of-the-week, pricing, bars, and more, all while keeping a complete and updated list of deals. This project is worthy of selection because it is highly scalable in features and difficulty, would be a fun and engaging for students, and would be a very useful tool to have on the market.

13. **BucketList**

- BucketList is a mobile application that helps you keep track of your bucket list. All you need to do is add items to your list, and the app will keep track of the list and suggest entries you can cross off based on your schedule and location.

14. **Professor and course rating mobile application**
    - It becomes very tedious for students to select courses for the upcoming semesters without going to the first class, only to realize that the class is just way too tough to handle.Though the full-time students can interact with their peers (specially seniors) regarding suggestions on various courses, exchange students do not have that privilege.Exchange students must blindly choose the courses via my UW, and some of those courses, due to their recent inclusion, lack a course description. A problem that the teachers face while teaching their students, the lack of teaching feedback.Most of the times, the teachers are unable to obtain the requisite feedback which results in the student hating the course due to either some administrative issue or some teaching issue.Hence this application will help both students and teachers in a variety of ways.

15. **Safewalk Mobile Application**
    - The safety of our students and our faculty is paramount. With Safe walk, a free walking companionship service, students and staff can safely get from one place to another.However, currently scheduling for a Safe walk is both costly and slow, requiring users to call a dispatcher to manually schedule a safe walk, often times taking over a minute to do so. When time is a factor to our safety, that long minute can be costly.This application will automate the scheduling process, cutting down time to under ten seconds.Not only will this application be efficient, it will also be scalable as the dispatcher is no longer needed in the process.

16. **Restaurant Roulette**
    - This app facilitates the connection of users with restaurants. By matching the customers through inbuilt processes of elimination, decision mapping, cross referencing and filtering, this app aims to provide a solid solution for the daily struggles of decision making.

17. **Maintenance Status Tracking Software**
    - This is a multi-platform project to facilitate tracking, managing and recording maintenance requests for property comprised of multiple discrete units. The goal is to ensure the fidelity and security of the information while maximizing ease of use of the system to residents, management and maintenance personnel.