

CSCI 201 Final Project Ideas

Name: Matteo Tanaka

Project: Mobile Assassin

Description: An app that android users may download that uses location services and the Google Maps API to allow players to organize a game of Assassin. Assassin is a game typically played in college dorms or clubs where players must hunt down and assassinate their target while also avoiding their assassin.

Comments: I am not able to demonstrate the project on my computer

Name: Lucas Anfang

Project: Bomberman

Description: We included player customization, our own game engine using 16 by 16 pixel sprites and objects, main server lobby and game server system to host the games, and multiple gameplay modifiers including different bomb types and power-ups. I did the networking and database component of the project and a portion of the GUI.

Comments: I can demonstrate the project on my computer.

Name: Alana Kamahele

Project: Thingadoo

Description: A java swing application that allows user to create groups, send messages, and post activities to other users in the area. Users can upload their photo, make activities, and create a personal to do list of activities. Groups can talk about actives and add activities to a group to do list.

Authenticated users can delete past activities.

Comments: I can demonstrate the project on my computer.

Name: Dana Thomas

Project: MapChat

Description: MapChat is a Java Swing application that allows users to browse a map of attractions (e.g. amusement parks, bars, clothing shops) within their immediate area. Areas of interest are marked by dots, which users will be able to select in order to view more information. When looking for areas of interest, users can chat with other online MapChat users who noted that the current location is their hometown.

Comments: I am not able to demonstrate the project on my computer.

Name: Robyn To

Project: Smart Board

Description: Desktop application modeled after Blackboard with three levels of access: Admin/Student/Professors. Admins could add classes and specify the professor, Professors could add grades, assignments, and announcements, and students could view their classes and grades.

Comments: I can demonstrate the project on my computer.

Name: Max Brewin

Project: Texas Hold'Em Poker

Description: The project implemented the rules of Texas Hold'Em and supported multiplayer.

Comments: I can demonstrate the project on my computer.

Name: Anthony Tu (Uddhav was also a member of our team)

Project: QuickPitch

Description: QuickPitch is a mobile app developed in Android Studio. It allows entrepreneurs and investors to connect.

Comments: I can demonstrate the project on my computer.

Name: JonLuca DeCara, Ninareh Mehrabi

Project: The Interns Club

Description: My teammates and I created "The Interns Club" (a Java Swing Application) for students to be able to find internships while connecting to both employers and their professors. Professors were able to submit recommendation letters for their students to employers. In addition to that, students and professors were able to immediately see live updates of jobs posted by employers, submit their resumes, and receive live notifications about whether or not they got accepted or rejected from a job or when they receive a recommendation from their professors to an employer. It featured online sign in, as well as a remote database with password encryption. Mockup of ConnectSC.

Comments: I can demonstrate the project on my computer.

Name: Howard Gil

Project: Sidebar

Description: A web app which allows students to ask questions anonymously and receive answers from other students or instructors without disrupting class flow. Students ask questions, and the instructor receives a live notification with popular questions without anyone having to leave the lecture slides.

Comments: I can demonstrate the project on my computer.

Name: Emma Lautz

Project: 201Tunes

Description: My team and I created a social media/music sharing desktop application. After creating an account, a user can search for other users and 'follow', them similar to Twitter. Each user has a timeline where they can see the currently listened to/rated songs by users they are following. There is also a page that lists the top listened to songs and top rated songs. From these lists or their timeline, the user could click on a song and it would navigate them to the music player screen. From their profile, the user can see a list of the users they are following, and a list of users following them.

Comments: I am not able to demonstrate the project on my computer but I can possibly show screenshots or the Powerpoint from our presentation

Name: Caleb Simmeth

Project: Volunteer-Charity Connection

Description: Matches individuals and businesses seeking to donate time or goods with charities requesting volunteer hours and specific materials. Users can create profiles and list their interests in order to find a charity where volunteering is rewarding and fun.

Comments: I am not able to demonstrate the project on my computer.

Name: Sam Sintz

Project: T'arr'a Wars

Description: T'arr'a Wars is a 3D networked multiplayer turn-based strategy game where players can manipulate the environment around them.

Comments: I can demonstrate the project on my computer. I would like to add that my team used Unity as our client which created a lot of problems such as having to use byte arrays for passing data between the client and server. In hindsight, I would not recommend this approach to the current students in 201, but if students are still interested I am happy to talk to them.

Name: Jeffrey Vaudrin-McLean

Project: Frogger's Revenge

Description: Networked game with waiting room. Players face off by controlling a frog that moves in a grid world where they attempt to eat weaker enemies and avoid stronger ones. Actions in one player's game world affect the state of the opposing player's world.

Comments: I am not able to demonstrate the project on my computer.

Name: Uddhav Joglekar

Project: QuickPitch Android App

Description: An entrepreneur-investor app which provide a consolidated location to showcase and invest in products. Modeled after the swipe framework of Tinder.

Comments: I am not able to demonstrate the project on my computer.

Name: Edgar Lugo

Project: Monopoly USC

Description: Implemented a basic USC looking monopoly using cardinal and gold as well as pictures of well-known USC locations on campus.

Comments: I am not able to demonstrate the project on my computer.