

SCHOOL OF COMPUTING

CS 4500 SENIOR CAPSTONE

DEMO DAY

DECEMBER 7, 2018

SCHEDULE

9:00 - 11:30AM

CATMULL GALLERY

AWARDS & PIZZA

11:30AM





The School of Computing gratefully acknowledges the Demo Day prizes provided by Shape Security (<https://www.shapesecurity.com>)

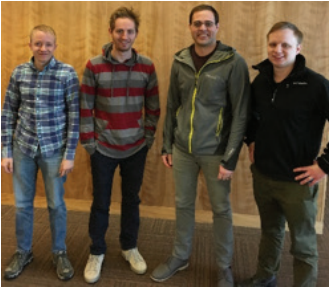


Team 1

Project name: Endless Eddies

Team members: Justin Mills, Michael Morris, Christian Hansen, Eric Stubbs

Website: <https://github.com/MichaelMorrisMM/endless-eddies/wiki>



Project description: Some programmers want to make their applications available online, but don't have the time or knowledge to build a robust website to host them. Endless Eddies, designed in collaboration with Professor Tony Saad from the Department of Chemical Engineering, is a framework which allows users to build a web server and application without writing any HTML, CSS, or Javascript. Fully configurable, it dynamically builds a local database, web pages, and request forms so that the user's program can be shared online. Account administration and authentication is provided by the framework as well, allowing users to log in and view past results from the application. With Endless Eddies, an unlimited number of applications can be shared with little effort on the part of the programmer.

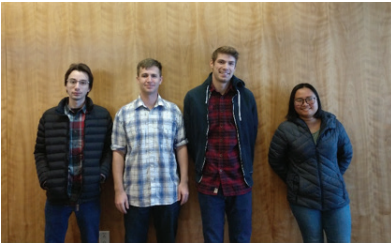


Team 2

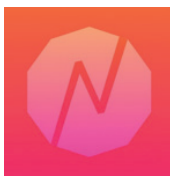
Project name: Cardiac Rhythm

Team members: Naser Abu-Rmaileh, Jake Badger, Minh Pham, David Reeves

Website: <https://drive.google.com/drive/folders/1fGttecZe7bxa3aR1PHo7kkbyw7iTHVQx>



Project description:



Team 3

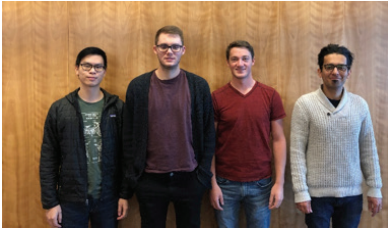
Project name: Nomad

Team members: Ferass Alhazmi, Melody Chang, Dennis Kuduzovic, Koji Minamisawa

Website: <http://nomaddevblog.denniskuduzovic.com>



Project description: Planning your vacation can be a hassle. There is a number of options available when you travel, and travelers often have to face the decision problem. Or you may be on a budget and unsure of which options are available for you. Having these concerns on your mind will not give you the best vacation experience. Nomad will provide concierge services on your smartphone and take these hassles away from your vacation. After having Nomad as your travel companion, you will never travel without it again.



Team 4

Project name: FoodtoMake

Team members: Bernard Cosgriff, Meysam Hamel, Andrew Tsai, Mckay Fenn

Website:

Project description: FoodtoMake aims to make finding and curating recipes easier and more enjoyable. With a heavy focus on design, foodtomake.com focuses on helping you find a recipes you love while enjoying every step of the way. Once you find that perfect recipe you can save it to your Recipe Box, which is always one click away, helping you curate a collection of recipes that you love.



Team 5

Project name: Luumineers

Team members: Brian Park, Jared Nielson, Bryce Howard, Riley Jacobson

Website: <https://alsabura.com/>



Project description: Alsabura is an application designed to streamline and augment the learning experience. It encourages one on one tutoring as well as collaboration between peers by allowing users to share a virtual blackboard. On top of this, users are able to talk with each other, record broadcasted sessions, and download their blackboard for others to see if desired. Instructors can present to a classroom of students complete with voice chat, text chat, and custom tools to explore any topic from remote locations.



Team 6

Project name: Statlete

Team members: Tyler Dailey, Taylor deJonge, Nathan Gygi, Joe Pugliano, Brandon Sehestedt

Website: <https://statlete.net/#/about>



Project description: Statlete is a tool for athletes and coaches to track and analyze statistics in order to improve performance and compete at a higher level. Our goal is to help facilitate the development of youth teams and individual players by helping them isolate areas of strength and weakness. Many youth sports teams still rely on the outdated method of handwritten stat-tracking, which can easily become unorganized and error-prone. Statlete gives teams the ability to quickly record both team and individual players' stats, as well as provide performance analysis for teams to pinpoint how to be more successful. Built on Google Firebase, users receive real-time game updates and always have their data at the tip of their fingers.



Team 7

Project name: Kronos

Team members: Natalie Cottrill, Alejandra Pardo, Stephen Reese

Website: <http://www.tempusfugit.io/>

Project description: Time management applications, as they are now, are tools that assist those who already have time management skills. Tempus Fugit reforms the concept of a time management tool by providing an application to college students that helps them meet deadlines while building time management skills. Tempus Fugit is a web-based application that uses traditional time management tools, like a calendar and a ToDo list. Tempus Fugit not only unifies these tools, but also guides the user on how to use them effectively. It prioritizes homework over other tasks and provides scheduling assistance to ensure that assignments are completed on time. The scheduling assistant maps out suggestions to help the student visualize a successful plan to meet homework deadlines. The student can use the scheduling assistant at any time and Tempus Fugit keeps track of the work they've already completed. A supporting iOS mobile application allows the user to quickly add and update tasks, as well as view their daily plan – all tools to help them stay on track with their schedule. As students use Tempus Fugit, it will track their history to help them adjust how much time they should plan for future assignments. Tempus Fugit improves a student's quality of life because effective time management reduces stress and increases academic success.



Team 8

Project name: League Of Analytics

Team members: Jordan Sorensen, Mitch Penrose, Naoki Tominaga

Website: <https://jordansorensen6.github.io/LeagueOfAnalytics>

Project description: League of Analytics is a website designed to help League of Legends players improve their win rate by providing them with detailed information about their teammates, teammate's champions, and opponent's champions. We assign each game a score, which gives the player an idea of their chances of winning a given game before they even start playing. The score is calculated by applying scores to thousands of other games found online and determining the variables that tend to lead to a win. Using our website in tandem with the champion select feature of League of Legends gives players a unique advantage allowing them to instantly get information about every teammate and champion matchup. No more frantic searching to get counter picks for a champion or to see an individual player's stats. Along with detailed information about champion select, League of Analytics also provides players with previous game's stats and the application's stats on all the games we've analyzed. With League of Analytics, League of Legends players are now able to win more and rage less.





Team 9

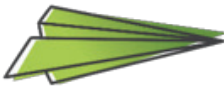
Project name: Scam Protectors

Team members: Matthew Canova, Andre LaFleur, Jessica Larsen, Candace Wilson

Website: <http://scam-protectors.duckdns.org>



Project description: An estimated 36 billion dollars is lost each year through fraud against seniors. ScamProtector is an early detection tool for the caretakers of vulnerable technology users. A caretaker using ScamProtector can set up monitoring of a users email account using our service. ScamProtector will regularly check new email from from the vulnerable technology users account for likely social engineering attempts, using modern Machine Learning techniques, and notify the caretaker of potential social engineering attempts. Our classifier has been trained on a combination of known social engineering attempts and normal emails to help identify emails that a caretaker should be aware of. ScamProtector is a tool for caretakers to help give them peace of mind while taking care of their loves ones.



Team 10

Project name: SmartAir

Team members: Justin Bush, Isaac Freeland, Torie Jenkins, Tandra Smith

Website: <http://www.smartairdevice.com>



Project description: The purpose of SmartAir is to develop a more user-friendly, eco-friendly, and affordable way for people to purify the air in their homes and reduce risks of lung and cardiovascular disease historically connected to indoor pollution. This is intended for households that have a resident or residents with asthma or other respiratory issues and for people concerned with improving their overall health. This product is intended for everyday users, who may or may not be technically savvy. SmartAir will be a plug-and-play device that will be able to run without user interaction, requiring only minimal user configuration. If desired, users will be able to randomly run different clean air modes and be able see each mode's statistics as they develop over time. Using this tailored data the mode that works best for the user can be exposed, ultimately allowing them to be chosen over the default. This all will be done using our straightforward at-a-glance and minimal hassle UI layout that will be compatible across desktop and mobile environments.



Team 11

Project name: Team Token

Team members: Stone Mele, Cole Wilkes, Jordan Hensley, Anna Buchman, Ben Kargul

Website: <http://project-token.com/>



Project description: Token allows businesses and individuals to create unique virtual tokens that can be collected by users, with proof of ownership on the Ethereum blockchain. Deployment of tokens is accomplished through our web portal, which allows issuers to create tokens and configure their properties and metadata as well as set constraints on how a token may be claimed. The web portal also offers analytics on an issuers' tokens to help determine how the collectors are interacting with and valuing their tokens. Collectors may claim, purchase, or trade tokens, depending on their attributes, using the mobile app. The use of Ethereum smart contracts allows us to preserve the uniqueness, ownership, and value of each token. These tokens not only allow users to store and collect their experiences, but places a level of uniqueness and value on a user's collection. With Token, organizations that wish to have their own collectible tokens on the blockchain no longer need to exhaust resources on developing and deploying their own smart contracts.