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| Pegasus%20-%20Black%20on%20White | Department of Electrical Engineering & Computer Science, CS DivisionCollege of Engineering & Computer ScienceUniversity of Central Florida |
| *Return Form to*: Dr. Mark Heinrich, heinrich@cs.ucf.edu |
| **COP 4934: Computer Science Senior Design** |
| **Proposed Project Description Form\*** |
| (Sponsors who are willing and able are asked to provide a Team Donation of $1500 or more for supplies and the running of the CS Senior Design Program) |
| Will support: Cannot support: |
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| Sponsoring Organization: | Karasu Technologies |
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| Mailing Address: | 3259 Progress Drive, Orlando, FL 32826 |
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| Project Contact: | Erik Paul | Position: | CEO |
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| Contact Phone: | 954-839-8349 | Fax: |  |
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| Contact E-mail: | Erik.paul@visualvitals.com |
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| Project Title *(working)*: | Project Rickshaw  |

*Please feel free to use as much space as needed for each of the sections below.*

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| **Background of Company/Organization**(Provide a brief overview of the company/organization and the specific project location here) |
| Karasu Technologies is a member of the UCF Incubator program. We develop cutting edge software for retail and healthcare clients around the globe. Our relationship with our partner organization, AgileSRC provides us with access to a staff of programmers and technologist. Our close proximity to the UCF campus will simplify student / client meeting throughout the process of development and we look forward to working closely with the assigned students in making this a win-win. |
| **Statement and Scope of the Problem(s)**(Provide the problem statement here; Please be as specific as possible to help us understand the scope of the problem, and thus the scope of the project, specifically the design content)Orlando has the highest number of Food Trucks per capita in the USA. This fact coupled with Mayor Dyers desire to make Orlando into a world-class technology center (on the scale of Silicon Valley) and several late night work sessions that lead to cravings for our favorite eatery on wheels and the pain of finding where they were became the source of inspiration for this unique application. The lack of a simple way to track down the location of your favorite food truck at anytime day or night or the ability to fulfill a hankering for a specific after hours delight without searching non-stop on Twitter or Facebook for a Food Truck that satisfies that *just in time* urge has been a problem stymying Food Truck aficionados since the dawn of the Food Truck craze.Search no more – Project Rickshaw does all the hard work for you. This is more then just a GPS locator. It’s an entire marketing platform for Food Truck owners – giving them the ability to display menus, show schedules that are easily exportable to social media (do it once in one location and everything is synced in real-time), a means of communication with customers creating repeat business, the ability to partner with bars and hangouts to promote both business and much much more. We think of it as a one-stop shop for the mobile food obsessed. |
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| **Overall Project Goal(s)**(Describe the overall goals of the project in this space) |
| Work directly with the senior design students to create a framework for the project and then work closely with the team to ensure the feature set and app fulfill the needs of our end users (clients and their customers). Our primary goal would be to develop the basic application and then beta test it in the local marketplace. Testing would take place with a couple of local vendors and their feedback would be incorporated into the project. |
| **Project Objectives**(Enter the project objectives that will help achieve the goals of the project; Please be as specific as possible) |
| Development of an Android application that would provide end-users with the ability to locate Food Trucks within a given area as well as the ability to search for a specific cuisine or vendor.Creation of a vendor admin area for activation of location data, updating hours, menus, specials, schedules and the ability to sync data with other social media sites as well as any other functions deemed important to the scope of the project in our initial meeting with the Senior Design students. |
| **Expected Project Deliverables**(Enter the expected project deliverables including, if possible, proposed project tasks; Please be as specific as possible)* Creation of project frame working including initial feature set
* Development of customer facing app with the ability to search for a particular food truck or cuisine and locate it on a map.
* Development of a business owner’s admin app with the ability to manage their listing details (hours, schedule and the ability to push information to social media).
* A back-end database for data collection, analytic and customer management.
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| **Desired Core Competencies and Experience of Team**(Please list the desired competencies/experience/knowledge needed by the project team members that you feel will facilitate successful project execution; Examples: specific programming language experience, familiarity or expertise in certain web technologies, databases, mobile SDKs, prior classes in certain subject areas, a love of computational complexity and efficient algorithms etc.) |
| * A love of mobile food ventures
* JavaScript
* Mobile development with cross platform frameworks
* Database development
* Creation of a GUI
* Preferred, but not required - Credit in COP 4710 – Database Management Systems
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| **Other Special Considerations and Project Requirements**(Please provide any special circumstances, constraints, and requirements needed by the project team members; **Examples**:* University participants must be US Citizens or Permanent Residents,
* All work is to be performed off-campus at a specific site,
* *Interdisciplinary project*: You would like to see CS students teamed with engineering students from one or more of: Computer Engineering, Electrical Engineering, Mechanical Engineering, Industrial Engineering, Civil and Environmental Engineering (please specify)
* All team members and the professor must submit to background checks,
* All team members and the professor must sign non-disclosure agreements
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| **Project Mentor(s), if different than who is listed above**(Please provide the contact information and title/position for the project mentor(s), who will advise the student team) |
| Adam Nutt – Adam is a UCF Computer Science alumni with development experience in multiple domains, including video games, mobile development, and enterprise architecture. He has mentored students both as a peer and in various development roles. Prior to working for AgileSrc, Adam held positions at EA Sports and the National Security Agency.Mark Horn - A software design innovator with more than ten years of experience in designing solutions for companies of all sizes. With extensive experience in enterprise-level software development, information architecture, and user-experience design, Mark specializes in crafting solutions to complex business problems. Prior to joining Visual Vitals, Mark held both technical and management positions with companies such SAIC and Herman Miller Inc., as well as with several other startups. Erik Paul - Erik started his first business in 1993 to provide IT support to businesses in DC. In 1996 he developed [Gåva Systems](http://gavasystems.com/), a software development firm that creates gift and loyalty software for companies around the world. Over the last 8 years he has also worked on the implementation of electronic medical records systems for hospitals around the country including Universal Health Services, Trinity Health and Broward Health. |

*\*IMPORTANT NOTE: Proposed projects may not be chosen by student groups. In any one semester the number of potential industry-sponsored, faculty-proposed, or student-funded projects may exceed the number of student teams. If this project proposal is approved by Dr. Heinrich as a potential CS Senior Design project, you or an appropriate representative will be asked to come to class and give a 15-minute project pitch to the students. Keep in mind this is your chance to convince the students why they should pick your proposed project. Think about what is in it for them, what technologies they will get exposed to, what are the broader, enduring, and social impacts of the work, etc. If your project is chosen, you will be notified typically by the 4th week of the semester. If your project is not chosen, you will be notified in the same timeframe and if it makes sense for your timeline, we would love to offer the same project in the next semester.*