

Mobile React Native Fundraising Game

Dakota Stormer, Chief Executive Officer

About Us

Technicology is a company that incubates and accelerates start-up companies that focus on sustainability. We have developed a myriad of products focused on helping individuals make an impact on society, including Footprint - an application developed in conjunction with some former Colorado School of Mines students. Our next endeavor is a mobile application game that users can play to raise funds for our causes - in particular, Footprint.

Project Summary

The project, currently titled, "EarthDrop," is a game similar to Flappy Bird, Doodle Jump, or other tap-tap games that require users to tap a screen multiple times to avoid obstacles. The goal is to have users try to avoid some form of relevant obstacle for as long as possible while the game increases in difficulty. The application would need to have tracking of the amount of funds raised as well as a scoring system based on the users with the longest amount of time. Weekly leaderboards are desired for both fields.

The team would focus on 1) brainstorming optimal features and agreeing with stakeholders 2) coding the app in React Native and/or other languages for use on iPhone and Android platforms, and 3) ensuring funds can be raised and are linked to an account.

Details

Desired features: The following features are desired for the final product, though a work plan with achievable goals can be negotiated between the team and the Technicology representative. The app needs to be able to accommodate growth of hundreds of thousands of members. The app must also have a myriad of advertisements linked through Google AdMob or other advertisement methods with traceable funds associated based on cost-per-click and/or cost-per-view. The app also must show a leaderboard with top scores and top fundraisers for the week. The app may also need to incorporate secure payments if agreed upon with stakeholders. Other features can be brainstormed and pitched by students if desired.

Team size

3-5 preferred.

Technologies and Skills Used

React Native

Javascript

Data modeling, trending, and visualization



Student benefits

Students get experience working with a start-up company and will have access to our network of investors and partners. Upon completion of the semester, students will have the opportunity to continue with Technicology as part-time interns throughout their next semester, giving work experience as well as networking opportunities.

Students will also get training in how to “pitch” a start-up company and how to create a pitch deck.

Students can work remotely on this project. Technicology is based in Houston and works primarily via teleconferences from across the world. Students can work flexible hours and via agile ways of working. Students will have ability to contribute ideas openly and freely to improve and innovate.

Technicology is looking for entrepreneurial self-starters for longer term roles. Paid opportunities could be created based on success of the app after launch and growth, and roles will be determined based on the user base built by the student and based on the student’s alignment with our core values of sustainability and climate action.

With student permission, students may also get featured and quoted in news stories as the start-up gains publicity.

Stretch Goals

This application could be combined as a gaming feature in “Footprint,” our climate change carbon footprint tracker, or in “Skedaddle,” a mobile application meant for avoiding uncomfortable situations.

Intellectual Property

It is desired that all IP related to this project be owned and retained by Technicology, LLC. Students will need to sign a non-disclosure agreement.

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