

# Software Pertaining to Large Animals

Project Ideas for CS 440, Fall 2025

**Due:** Saturday September 6th, at 11:59 p.m. via Gradescope.

This semester CS 440 Software Engineering groups will be designing large complex software systems, from initial project conception through detailed system and object design. ( The actual implementation and testing of these project designs will be conducted later, by different groups of software engineers. ) Your initial task is to brainstorm potential project ideas, subject to the constraints given below.

The general theme for the Fall 2025 semester is “Software Pertaining to Large Animals”, which is a very broad area with many possibilities. A few more clarifications and specifications:

- Your ideas should be new and original, not a repeat of something that has already been done, though you may combine old ideas in new and original ways. **This will be a criteria in evaluating your submission.**
- The scope of the project should be **LARGE**, requiring a team of professionals years to accomplish.
- Your application may be a practical application, such as a tool to help farmers, scientists, or zookeepers, or a game such as “Care of Magical Creatures” as taught by Hagrid at Hogwarts.
- A few ideas to think about and explore:
  - Consider whether the animal(s) involved are common such as farm or zoo animals, or exotic such as endangered wildlife. Are they mammals, birds, aquatic, fantasy, or extinct? ( Cows, horses, elephants, giraffes, zebras, whales, anacondas, dinosaurs, dragons, unicorns, and hippogriffs are all fair game. )
  - Who would benefit from this project, and what would the benefits be? Does this project benefit animals, or would animals be involved for the benefit of humans?
  - How are animals used today, and could software improve things? E.g. livestock, racehorses, mounted police, elephants, llamas, oxen, etc/
  - Software for scientific research involving animals, possibly in the wild. (e.g. see Tanya Berger-Wolf)
  - Vaccine development or other medical applications.
  - Automated control of animal’s environment, such as a dolphin tank or zoo/farm/ranch/safari space.
  - Software that would reduce threats to animals’ natural habitats.
  - A game played from the viewpoint of an animal, possibly interacting with other animals.
  - **NOT** a pet matching web site – That’s been done and isn’t interesting.
- Your project must do some meaningful work, and must be more than a web site. ( It may use an HTML interface for access, but the real meat of the project would be behind the interface, and should involve some serious computations or other work beyond looking up and presenting data. )
- If you have access to someone who can play the role of a knowledgeable client, it will make life easier.

Your task is to brainstorm possible ideas for projects, and to write up your ideas in a one- to two-page written report. ( 12 pt font, single spaced, ≤ 1” margins, similar to this page. ) It is up to you to organize and communicate your ideas effectively, and to decide whether to use your page(s) to develop a lot of ideas briefly or a few ideas more thoroughly. You may want to incorporate sketches, diagrams, or mockups if they help you to more effectively communicate your thoughts and ideas. Your writeup should also give some consideration as to who would use the application and their objectives in doing so. Include reference information if relevant.

Note that this is an individual assignment, not group work. Submissions will be evaluated based on original creativity, the scope of the project, usefulness/value of the proposed product, and effective communications. There will be time to share your ideas with team mates later when groups are formed.