

1. **Problem Context:** People receive a water bill that provides information that many people do not look at and may not understand.
  - a. **Goal:** Develop an app that can receive input from water bills that will convert that information into a format or unit that the general public will understand clearly (ie... the number of bathtubs full of water it would take to equal the amount used). In addition, possibly compare to others in a city, state, or country.
  
2. **Problem Context:** People don't often understand the amount of water it takes to maximize ag production, maintain water flow for proper salmon runs, or raise various animals for food production.
  - a. **Goal:** Develop water simulation game where the user is the California water czar. The goal is to understand the decisions related to budgeting the water based upon rainfall and stored water and how the decisions relate to each stakeholder.
  
3. **Problem Context:** Water waste in both residential and agricultural settings lead to an enormous amount of wasted water each year in California.
  - a. **Goal:** Develop an App that utilizes the IOT (Internet of Things) capability to monitor and advise users of water resources to minimize their water waste.