Bug Report 25 Item List

1. Slurpee type frozen drinks do not compact as you drink them, thus causing you to have to stir, or reposition the straw a lot.
2. Potato/Snack Chip bags are often not resealable.
3. Snack Chip bags which are glued so much that they are difficult to open, and when they do open they tend to explode everywhere.
4. Cheese Cloth is sold in ridiculously long sections and frays when you cut it, causing small cheese cloth string to contaminate your sauce/soup.
5. Liquid or Semi-Liquid items that have a tamper-prevention seal underneath the cap that is difficult to remove.
6. Heat Shield Sleeves for coffee cups are a waste of paper and money.
7. POS Screens in restaurants become greasy/contaminated whenever items are tapped out…yet it is essential to clear the screen as the night goes in order to stay organized.
8. Celery is often only sold in whole heads. (How often do you need a whole head of celery?)
9. My windshield wipers get ice build-up on them regardless of if my defrosters are on or not.
10. Garlic is sold peeled and in whole cloves in large quantities to restaurants, but I cannot purchase it in small quantities as a consumer….I hate peeling garlic, but I also hate the chopped jars that are available at grocery stores.
11. Sausage products never come in the quantity as bun packages (brats often come in 5 count packages, hot dogs in 10 count packages, and buns almost always come in 8 count packages.
12. Bacon is only sold pre-packaged in 1 lb. increments. What if I only need 8 oz.? 
13. Boxes with perforated lines for opening never actually open at the perforated lines.
14. Energy Drinks are always sold two servings in a can, but are never resealable.
15. Electric Deli Slicers are very convenient too use, but very inconvenient to clean.
16. Hand held Mandolin’s guards are never functional/never work, causing people to use them without the guard, ultimately ending in cut fingers.
17. Piping Bags are difficult to fill with one person; somebody should invent a piping bag stand that holds it while you fill it.
18. Cell-phone batteries die too quickly.
19. I have to take my clothes out of one appliance and put them into another in order to wash and dry them….Why not make a washer/dryer combination unit?
20. The top rack of home dishwashers are often too close to the top to get large glassware into and glassware always says to wash on the top rack only.
21. The corners of my fitted bed sheets come off of the bed every night.
22. You have to buy socks in pairs. What if one gets a hole? Or lost? Why do I automatically have to throw out the other one?

23. Playing Cards wear out and become dingy too fast.

24. No matter how good I clear my car snow always falls directly onto my seat whenever I open the door.

25. Beer displays often contain fluorescent lighting which is detrimental to bottled beers, especially those in light colored bottles.

5 Chosen Items

1. Slurpee type frozen drinks do not compact as you drink them, thus causing you to have to stir, or reposition the straw a lot.
   a. **Solution:** Invent a cup with a conical interior, so that the frozen drink more naturally compacts into the bottom.

2. POS Screens in restaurants become greasy/contaminated whenever items are tapped out…yet it is essential to clear the screen as the night goes in order to stay organized
   a. **Solution:** Invent a disposable adhesive screen cover for POS screens that can be easily replaced when the other one becomes greasy or contaminated.

3. My windshield wipers get ice build-up on them regardless of if my defrosters are on or not.
   a. **Solution:** Heated windshield wipers.

4. Energy Drinks are always sold two servings in a can, but are never resealable.
   a. **Solution:** Start selling energy drinks in twist off cans or bottles.

5. Playing Cards wear out and become dingy too fast.
   a. **Solution:** Invent playing cards with a Teflon like coating, which can be washed if needed.

Meanings of Categories in Decision Matrix

The categories I chose to weigh my innovations by were ease, need, development cost, and potential profit. After ranking all products, I tallied up the totals. After finding the totals I decided to either further research the idea, table the idea for the future, or decline the idea. I will now further explain my categories, as well as my rankings for each innovation in each category.
The first category I chose to weigh my innovations by was **Ease.** By ease I mean ease of development. I feel that this is a good category to weigh inventions by because the easier it is to develop something the less money you are going to have to put into development as well as the faster you will get the development to market. Getting something to market quickly will allow for you to reap the benefits of profit more quickly.

**Explanations of my Ease Rankings.**

**Invent a cup with a conical interior, so that the frozen drink more naturally compacts into the bottom.**

I gave this an ease ranking of 3 because I felt that it could be developed in under a year. I feel that the technology is already out there to do this, it would just be a matter of finding a developer who would be willing to work with me and pay me for my idea or share profits with me.

**Invent a disposable adhesive screen cover for POS screens that can be easily replaced when the other one becomes greasy or contaminated.**

I also gave this an ease ranking of 3, because similar products already exist for cellphones, tablets, and other electronic devices, so the only development needed would be adapting the technology to POS screens, and marketing the product to the right people.

**Heated windshield wipers.**

I gave this a ranking of 0 because I felt it would take a long time to develop, test, and market this product to the right people.

**Start selling energy drinks in twist off cans or bottles.**

I gave this a ranking of 3 because the cans already exist, it is just a matter of setting up packaging lines for the specific product with these cans.

**Invent playing cards with a Teflon like coating, which can be washed if needed.**

I gave this a ranking of 2 because I felt that this product would also take extensive testing and development to get to a point of which it could be marketed.
The second category I chose to weigh my innovations by was **Need**. I chose this category because if the majority of the population does not need a product it may not be fruitful to produce it. If there is no market for a product putting time, money and resources into it does not make much sense.

**Explanations of my Need Rankings.**

**Invent a cup with a conical interior, so that the frozen drink more naturally compacts into the bottom.**

I gave this a 1 on the need rankings scale. I feel that even though people find it a nuisance to have to stir or compact frozen drinks, a lot of the population doesn’t drink frozen drinks often enough to need this product.

**Invent a disposable adhesive screen cover for POS screens that can be easily replaced when the other one becomes greasy or contaminated.**

I gave this a 0 on the need rankings scale. Though this product would be extremely useful for those that work with POS screens, the fact of the matter is not a lot of the population works with POS screens on daily basis.

**Heated windshield wipers.**

I gave this a 2 on the need rankings scale. I feel that this product would only be useful to those that live in cold weather areas or areas where ice and snow may be a problem, which is probably only %50 or so of drivers.

**Start selling energy drinks in twist off cans or bottles.**

I gave this a 1 on the need rankings scale. I gave it this ranking because I feel I may be in a minority of energy drink drinkers who has a problem with drinking the whole can in one sitting. I also feel that energy drinks are only marketed to a small percentage of the population.

**Invent playing cards with a Teflon like coating, which can be washed if needed.**

I also gave this a 1 on the need rankings scale. Not a lot of people play cards enough to worry about cards wearing out too quickly.

The third category I chose to weigh my innovations by was **development cost**. The more something cost to develop, the more difficulties that I would have in raising funds to develop the
product. Also the money that goes into product development could potentially cut into your profitability in some circumstances.

Explanations of my Development Cost Rankings.

**Invent a cup with a conical interior, so that the frozen drink more naturally compacts into the bottom.**

I gave this a 2 in the development cost rankings. I feel that even though the machines and technology are already out there to make this item, they may need to be modified or programmed in different ways, which would cost money. I also feel that there may have to be several test samples of this product made before it is a marketable product.

**Invent a disposable adhesive screen cover for POS screens that can be easily replaced when the other one becomes greasy or contaminated.**

I gave this a 3 in the development cost rankings. The product actually already exists, it just has to be modified and marketed to those with POS systems. The biggest costs may be packaging, and programming of the machines that already make the product.

**Heated windshield wipers.**

I gave this a 0 in the development cost rankings. I feel that this would be very expensive technology to invent, test and develop. There would be great trial and error with this product, which would cause the development cost to skyrocket.

**Start selling energy drinks in twist off cans or bottles.**

I gave this a 3 on the development cost rankings. The cans and bottles already exist, and the companies most likely already have the bottling lines that are capable of doing this, so development cost would be relatively low for this product.

**Invent playing cards with a Teflon like coating, which can be washed if needed.**

I gave this a 2 on the development cost rankings. There would be a lot of trial and error with this product, but the base products that you using for your trials already exist and are relatively inexpensive, so cost would not be as if you were developing brand new technology.
The fourth category I chose to rank weigh my innovations by was potential lifetime profit. After all the number one reason people do a lot of things is because they want to make money. I chose to give potential profit a little more weight than the other categories, because I felt that it was the most important factor in making a the decision on innovations.

**Invent a cup with a conical interior, so that the frozen drink more naturally compacts into the bottom.**

I gave this a 1 in the profitability rankings. Though I feel there is money to be made by this product, it would probably be hard for me to develop it on my own. The profit could possibly be made by making a prototype and selling my Idea to a company such as DART for a one-time fee.

**Invent a disposable adhesive screen cover for POS screens that can be easily replaced when the other one becomes greasy or contaminated.**

I also gave this a 1 in the profitability rankings. The explanation for the low ranking is basically exactly the same as the explanation for the previous products low ranking.

**Heated windshield wipers.**

I gave this a 5 in the profitability rankings. Though this product would cost a lot, and take a lot of time to develop I feel that it could be highly profitable if you were to develop a working product and patent it. The patent could then be sold to large automobile manufacturers for large sums of money.

**Start selling energy drinks in twist off cans or bottles.**

I gave this (-3) in the profitability rankings. I feel that I could not make money in anyway on this idea. I am positive that those who sell the energy drinks have already had this idea, and choose not to do it for one reason or another.

**Invent playing cards with a Teflon like coating, which can be washed if needed.**

I gave this a 1 in the profitability rankings. Though I feel this a good product, it would not be feasible for me to start a playing card company, I do not have the means or equipment to do so. Again I could develop a prototype and patent for this innovation, and then sell it to an existing company to make a potential small profit.
Bug Report Decision Matrix

<table>
<thead>
<tr>
<th>Innovation</th>
<th>Ease</th>
<th>Need</th>
<th>Development Cost</th>
<th>My Profit Potential</th>
<th>Ranking</th>
<th>Next Step</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disposable cup with a conical interior.</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>7</td>
<td>Further Research</td>
</tr>
<tr>
<td>Disposable adhesive screen cover for POS screens</td>
<td>3</td>
<td>0</td>
<td>3</td>
<td>1</td>
<td>7</td>
<td>Further Research</td>
</tr>
<tr>
<td>Heated windshield wipers.</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>5</td>
<td>7</td>
<td>Further Research</td>
</tr>
<tr>
<td>Start selling energy drinks in twist off cans or bottles.</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>-3</td>
<td>4</td>
<td>Decline Idea (No profit potential)</td>
</tr>
<tr>
<td>Playing cards with Teflon like coating, which can be washed if needed.</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>6</td>
<td>Table idea until demand is greater.</td>
</tr>
</tbody>
</table>

**Ease**
- Can be developed in under 1 Year: -3
- Will take 1 to 2 years to develop: -2
- Will take 2 to 3 years to develop: -1
- Will take over 3 years to develop: 0

**Need**
- Above %75 of population would find useful: -3
- %50-%75 of population would find useful: -2
- %25-%50 of population would find useful: -1
- %1-%25 of population would find useful: 0

**Development Cost**
- Under $10,000: -3
- $10,000-$20,000: -2
- $20,001-$30,000: -1
- >$30,000: 0

**My Profit Potential**
- Over $1,000,000 lifetime profit: -5
- Between $500,000 and $1,000,000 lifetime profit: -3
- Between $100,000 and $500,000 lifetime profit: -1
- Between $.01 and $100,000 lifetime profit: -3
- No Profit Potential: -3