

# **AR Flood Hazard Maps**

## **Update Meeting 5**

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# **Overview**

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**1. Aktueller Sprint**

**2. Ergebnisse**

**3. Ausblick**

# Aktueller Sprint

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## Ziele diese Woche

- Angleichen der beiden Scenes (Demo und normal Mode)
- Debug Informationen ausblenden per Button
- **Bug-Fixing:** Location auf allen Geräten nutzbar machen

# Aktueller Sprint

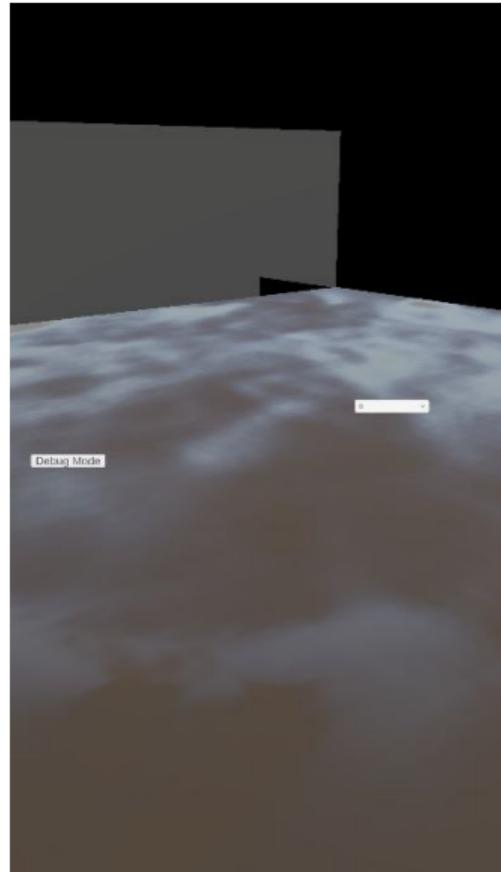
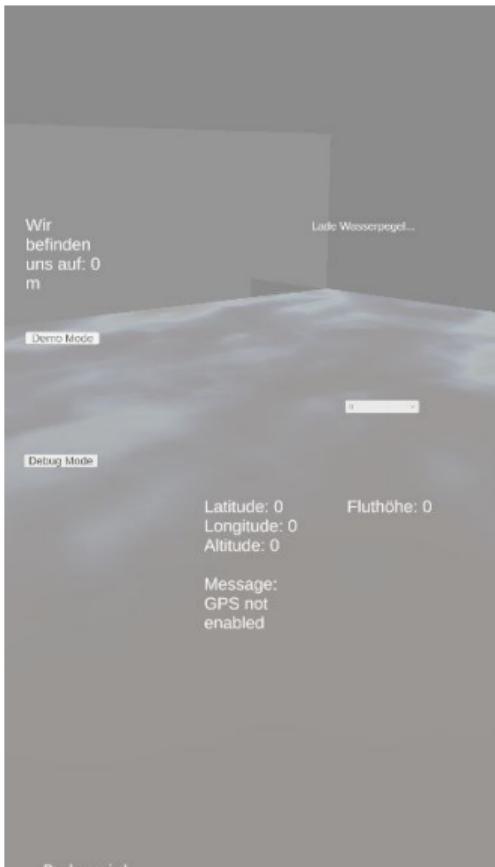
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## Erreichte Ziele

- ✓ Debug Informationen ausblenden per Button
- ✓ **Bug-Fixing:** Location auf allen Geräten nutzbar machen
- ✓ Struktur für Dokumentation angefertigt
- Verbessern der UI

# Debug Informationen ausblenden

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# Dokumentation - Code

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- Code Dokumentation verbessert
- Beispiel aus API\_WaterLevel.cs:

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```
1  /// <summary>
2  /// Handles fetching and processing water level data from PegelOnline API.
3  /// This script is responsible for finding the closest water level measurement station
4  /// based on the user's GPS location and then retrieving real-time water level data
5  /// from that station. It also calculates absolute water height and displays it on UI.
6  /// </summary>
7  public class API_WaterLevel : MonoBehaviour
```

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# Dokumentation - Wiki

## Aufbau der Doku

- Readme auf Github als Einstiegspunkt
- Hosting via Github Pages
- Erstellung via MkDocs

FSL\_SWP WikiDocs

Search docs

Home Motivation Usage Development Architecture

Welcome to the FSL\_SWP Wiki

This documentation provides an overview of the FSL\_SWP project.

Our FSL\_SWP project is all about helping people visualize what a potential flood situation might look like in their surroundings. The app lets users experience how different water levels would impact their environment in augmented reality. We achieve this by using real-time water levels and predictions from the nearest river level measurement stations, pulled directly from the PegelOnline APIs.

This wiki is structured to provide a comprehensive understanding of the FSL\_SWP project. You'll find sections detailing the project's motivation, how to use the application, guidelines for development and future work, and an overview of its architecture and design decisions.

Next

# Dokumentation - Wiki - Struktur

## Struktur der Doku

- Motivation
- User Dokumentation (How to use)
- Entwickler Dokumentation
  - Wie wurde es gebaut
  - Architektur
  - Future Works

# FSL\_SWP WikiDocs

Search docs

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## Ausblick - Nächste Schritte

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- Angleichen Demo- und Normal mode
- UI/UX Verbesserungen
- Bugfixing und Dokumentation
- Erstellen der finalen Präsentation

# Organisation

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- Treffen Montags
- Textchat
- GitHub
- Unity Cloud

# Fragen?