Our idea focusses on creating an Augmented reality app, through which we aim to scan a image target on which the 3d model of earth would be rendered. A search field is provided to spawn to a particular location desired by user, same can be done by the location tag which could be dragged by user to a particular location. A YouTube videos action button is provided alongside the marker to fetch all the video regarding the desired marker. Zoom In & zoom out buttons are provided to increase the functionality. The user can also zoom in & out to the model by moving the device and camera, which makes use of the device's gyroscope sensor in all the 3-axis.

The main approach is to involve the practicality of both a game and general-purpose app, so that it could impact a large number of people. The app is developed taking in mind the complexity of the inbuilt functions and access them easily through the app. Google's AR core platform has been brought into use for increasing the stability and indulge maximum number of practical access. The app uses real time data thus, reducing the need of frequently updating of the app as it's fetching the data from the cloud. Any change in the global data would also be reflected in our app, resulting into increasing the accuracy and efficiency of the data. It generates the real-life experience since the model is generated in the augmented view, so there's always a potential for future work for increasing the reality.