CSCI 3308 110-1 Milestone 3

Members: Ryan Jones, Chance Martinez-Droeg, Phalgun Taman, Gregor Tzinov, Daniel Winston

Our project is mapping the first floor of the engineering center for directions.

Our project has changed in scope since physical access to the center is now restricted in response to COVID-19. We completed a rough version of the user interface and a basic backend database for the demo. We ran into a lot of challenges with our project being location based and needing access to the engineering center to test and having the engineering center shut down for Covid-19.

The front end we had for this milestone was the sign in page, a search page for rooms and entrances, and a map page that appears after a room is searched. These are not yet linked to our back end database. The back end we had for this demo was a rough database of what we are now considering doing for directions. This includes a table containing every room number on the first floor and then the section number we designate for it. This section number links to a section number in another table which contains all sections and their corresponding directional images. These images we will make manually and then have their src values stored in the tables.

Ideally we wanted to have actual location following software, similar to google maps, that would direct a person to the correct room but we ran into a lot of challenges with not being able to work together or test in the engineering center. Due to these factors we scaled it back to more manual directions. If we can get the static functionality working well we will attempt to make it more dynamic especially on the UI side.

Chelsea Chandler, our TA, suggested cleaning up our front end UI and making it as pretty as possible, SHe also suggested doing a version with GPS that functions but may not be

CSCI 3308 110-1 Milestone 3

accurate because of our inability to test or be there. Also, she suggested using a more dynamic map that a user can scroll over to see where they are going which we believe we can implement.