**National Park Map ++ Description Summary**

**Group 22: Omar Salas, Brian Goldenberg, Harsh Gupta, Emmanuel Utomi**

The National Park Map ++ mobile application is a fun and interactive national park exploration type for users to use while visiting national parks. This application contains various ways of exploring the whole park by giving the user different routes and paths they can take. In addition to the exploring portion of the application, the users will also be a click away from learning more about their surroundings. This application will be designed to serve National Park attendees. There may be many people who are relative experts on certain parks, however in the case of tourism this tool can serve to enhance an experience. Without this tool, a large number of people would lose out on an opportunity to broaden their understanding of the world around them. The ease of access to relevant information pertaining to attendees’ environment. The business background would be tourism as well as environmental protection. There is a wide-reaching user background, as a myriad of people from different backgrounds and demographics can utilize this tool. This product is inclusive in nature, all instances of this application will have the same mission. The mission of the application will be for the betterment of our habitats. Our tool operates with the underlying objective of encouraging people to be more informed on relatively important aspects of our nature. In addition to having access to all this collected information on each park and its surroundings, the application will also be collecting new data from all the users currently using it so that the data is constantly updated for all current users and future users. This new data will in the end be used to help maintain the national parks by analysing the data to reveal important details about the animals that are roaming, the water, and even the trees. This will help the workers to continuously be monitoring the park with new data coming in.

Without the implementation of this database tourists are required to get the national park information themself. They either have to search through mountains of information on the internet or go to the park and talk to one of the guides. The application eliminates this need. From the comfort of their home, users may quickly and effectively find all the information about a particular park. Information is perfectly organized and the user does not need to visit the park to learn about the park. Therefore, the users can plan their trip beforehand and decide which parks, trails, etc. they would like to visit. This could also greatly assist educational programs that share information pertaining to the National Park. This application would give any average user the ability to teach groups of people, similar to how a tour guide may structure a presentation. Ranging from historical data, food regimen, geographical origins, fun facts etc.

As users populate our database with activity and requests. These usage statistics will provide some insight to which of our application’s tools are more popular. The parameters will provide context for how our tools are being utilized. Likewise, we will be able to contrast this data with data that is collected by National parks’ environmental specialists. This is so that we can assure our tools have a positive influence on organisms’ wellbeing.

When managing large data sets, we can begin to theorize and draw conclusions from trends that see. This can be observed from long-form data that is collected over large periods of times with different parameters. Datasets that have an influx of measurements and correlations can build a greater overall understanding of the problem and how effective our solution is. Inherently, our data collection will serve to be a force that encourages us to continuously improve our product. This practice would also encourage a deeper understanding of our objectives on a global scale, as our data can be merged with sets from other National Parks with different organisms and environmental properties. Methods that have positive outcomes can be adopted by National Park staffing across the country.

The stakeholders are tourists, campers, trekkers, park authorities and emergency response units. The product will address the needs of these users and clients; this can be the government, park authorities and ER team. The users would have a great experience using the product providing a real-time access to their location and provide them an educated adventure. We will also need IT professionals to provide them access for maintenance of the product. Since the product is open to the general public, the product won’t classify users on their characteristics like experience with technology and experience.

In addition the animals and wildlife affected can be considered a stakeholder, as our success is in their best interest. We aim to create an app to not only help tourists visiting the app, but also the wildlife within the park. As tourists’ efficacy improves, the result will be a more nurturing environment for the wildlife within the park. We hope to educate tourists on how they can interact with the wildlife within the park. Which paths to walk, what to do when encountering a certain animal, etc. By educating tourists on these topics we create a better environment for the wildlife in the park, as well as a safer experience for all those involved.

In regards to the notations and diagrams being used throughout this document, there will be many UML diagrams that will contain information on class structures and relationships between objects. Likewise, there will be Entity-Relationship diagrams that will help encapsulate all the data being stored on the database and how they are related to one another. This is very crucial since data collection and storage is a key component of this application.