Toronto on Wheels

Mission Statement: Encourage the use of sustainable transportation, i.e. bicycles. The app focuses on neighbourhoods in Toronto and their level of sustainability in respect to bicycles. This includes, number of bicycles shops, stations, racks, etc.

Characteristics of the app:
- Interactive
    - Radius (Input location and destination and the app will configure data for a 5000m radius)
    - Neighbourhood (each neighbourhood polygon has information about each bicycle feature available)
- Longitude and latitude to determine location and destination

Shekeba Yousufy:
Second year Geography and Environmental Studies student. Shekeba hopes to pursue a career in GIS with a focus on urban development. Shekeba is interested in a variety of things including volunteering, learning, movies, and music.. An interest in volunteering has lead her to volunteer at her local community centre, Canadian Blood Services, and McMaster Child and Youth University; an inquiry based learning project aimed at children in priority neighbourhoods in Hamilton. In her spare time she loves to learn new things and apply them to her daily life. She also enjoys exploring different kinds of music and movies to occupy herself.

Anna Kulesza:
Third year Geography and Environmental Science student. Anna is in interested in pursuing a career in GIS and Geospatial analysis focusing on research and planning. Anna, The President of the Society Of Off Campus Students, is a driven and motivated individual; as proven by her determination to improve off campus students' experiences and education through university affairs. She is inspired by the power of hard work and community building and looks forward to pursuing change with all problems that she tackles.

Jack You:
Second year Computer Science student. Jack hopes to pursue higher academics to learn more about his field. Jack's hobbies are movies, research and personal programming projects, cooking. In his spare time, he likes to watch movies to relax. Jack also, likes to code and create personal programming projects to keep himself occupied while away from school.