**Presentation script**

If Divided into stand-alone topics:

Introduction – Each member introduces themselves and their role

1. Our team is current developing a Map App for the university campus.
2. Behind me you will see an accurate picture of the RHB building… or at least what if feels like when navigating the building at times. People get lost, visitors, students, even members of staff (wink at the lecturers. However our new application will make getting this a thing of the past.
3. We aim to create an application that everyone can use. We wish to make navigating the campus as quick and easy as possible. To do this we will develop built in navigation tools such as a pathfinder and room searcher. We plan to create the application for the android operating system and wish to make these features accessible offline.
4. As the uni’s Wifi network is generally unreliable, and students can’t always rely on their data plan or network coverage. The core of this app is designed to be used offline but without the need for GPS.

The G.U.I will be designed with accessibility in mind: by emphasising iconography over colour coding – so we can cater to those without full colour vision. We aim to address this by implementing distinct and recognisable symbols for every function and feature.   
We are also aware of those with mobility issues and so the app’s navigator will be designed with an optional accessibility mode, that would prioritise lifts and ramps over stairs… And this will all be designed to allow the user find their intended location in a few easy step. Also, it will look pretty 😊

1. WE created different aliases to visualise the difficulties that potential users may face. Each alias was created with different scenarios in mind. Which influenced how we designed the questioner. We also included the prototype so we could get feedback on the current design.

The questionnaire was mostly aimed at students with the intention of verifying the target audience, how they navigated the university and any potential competitors in the market. The research conducted included an online questionnaire and field research.

So what did we find?

Well over 90% of students have experienced difficulty navigating the campus.

Over 80% experienced this in their first year.

We found out that there are no other navigation applications for this campus.

Every participant stated they would use the app.

To emphases the extent of the demand, during the development of our survey two visitors back to back came and asked for directions.

1. In order to develop our app in a practical manor, we are using the following development techniques.

Every week we carry out a small group meeting to discuss the progress of various aspects of our project.

We also conduct a meeting with our supervisor once ever week or two. This for constructive criticism and guidance, although he is hard to get a hold of sometimes.

Internal communication was handled through whats app.

We user emails to get in touch with different departments and our supervisor.

Through the meeting we created a list off milestones to complete by specific deadlines.

These milestones where then split into manageable goals and added to a gantt chart. The gantt chart is regularly updated according to our progress.

All of our work is saved to github so we can manage version control and have an accessible repository for all members.

This was done to optimise development flexibility.

1. Create an extractor to change the node maps into the implementation of A\*.

Additional research to find the most suitable data structures for our algorithms.

based off the research conducted we will redesign the prototype and create a demo which will be given to a focus group. This process will be repeated until

1. Add to question file:
   1. You select a building
   2. type in the room name/number or choose from a suggestion list
   3. repeat first two steps for destination
   4. select for the accessibility filter (which should alters the route)
   5. 4-5 steps before you scroll the loop.