**Presentation script**

If Divided into stand-alone topics:

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 at times. People get lost, visitors, students, even members of staff. 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 easy and simple 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 feature accessible offline.
4. As Eduroam (uni wifi) is generally unreliable when you most need it and students can’t always rely on their data plan or network coverage, the core of this app is designed to be used offline.

We are aware of students with mobility issues so the app’s navigator will be designed with an accessibility filter for those who can’t use the stairs.

The GUI will be designed to be useable by the colour blind as navigating the campus is confusing enough as it is (for those of us with unimpaired vision). The GUI will be made so that the app will be intuitive to use and aesthetically pleasing.

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2. As most students asked use android devices, and because java is our primary programming language, we will be designing for android and intend to release it onto the google play store
3. We’ve been organising our program files with Github, our research files with google drive, coordinating our efforts via WhatsApp and organising through Microsoft Project’s Gantt charts.
4. The interface is designed to use as few steps as possible:
   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.