

- General Project Task:
 - City Guide or Museum Guide
 - The system task is not sharply defined here. The requirements specification is part of the project.
 - Situation
 - A city or museum authority wants increase its touristic attractivity by offering a guide to users of mobile devies. This shoud go somewhat beyond a normal website. No clear idea of the system yet exist on customer side.
 - Principal feature
 - A the visitor should, for example by scanning barcodes or by position, get information on a given exponat or point of interest, by one or more of text, graphics, web page, voice

- Suggestions / Ideas
 - Features
 - There could be some feedback mechanism by users, i.e. ratings, comments etc. This could be visible to other users
 - There could be suggested other related exponats or even "trails"
 - There might be a map/guidance function
 - ...

- Features beyond the city / museum guide Task
 - The teams are invited to introduce some higher level functionality, i.e. for example a game.
 - Possible idea: People shall visit several places and solve questions, or try to find each other ("Schnitzeljagt", "Exer-Games", "Risiko"-game etc.)
 - Used technologies may include Augmented Reality, GPS, a server for keeping games, participants and scores etc.
- Usage of existing software, for example "map" for route planning and existing bar code scan plugins, AR libraries etc. is encouraged
 - The system should offer some flexibility such that it may be adopted by real cities or museums

- A reasonable amount of HTC Desire Android devices is available for the teams
 - For the project, only the android devices available at HFT need to be supported.
 - Of course, an "i"-type solution or a dual solution would be nice also.
- The project shall be negotiable with an effort of 160 hours "net", i.e. reportable effort, per person.
- Huge amounts of overtime should be avoided !