Project Proposal

- ➢ **Project inception**: Conceptualized as a game where users can choose a destination and navigate using a virtual vehicle.
- ➢ **Setting**: The game is set within the SUST campus, with the vehicle moving based on user commands.
- ➢ **Initial focus**: Primarily focused on basic movements – left, right, up, and down – in response to user input.
- ➢ **Symbol representation**: The '@' symbol represents the virtual vehicle in the game.
- ➢ **Starting point**: The journey starts from the SUST Gate, and a random destination is selected for the user.
- ➢ **User interaction**: Movement is controlled using arrow keys on the keyboard to reach the desired destination.
- ➢ **Points system**: Upon reaching the destination, the user collects points as a reward for successfully completing the journey.

Features of Our Project

- ➢ **Base**:
    1. Create an attractive map of the SUST campus.
    2. Include details of every establishment on campus, along with individual information.
- ➢ **Functionality for Selecting Destination:**
    1. Provide users with details about SUST at the start.
    2. Allow users to choose any establishment as their destination from the campus gate.
    3. Provide step-by-step instructions (up, down, left, right) as users navigate.
    4. Notify users about establishments they pass through during navigation.
- ➢ **Attractive Features:**
    1. Ensure users reach their destination via the shortest path.
    2. Save users' journey records, especially their last position.
    3. Allow users to resume journeys from where they left off.
    4. Enable users to navigate through multiple establishments with a single input.
    5. Showing the shortest distance
    6. Notify users about restricted roads if they attempt to navigate there.
- ➢ **Final Steps:**
    1. Display details of the destination establishment after the user arrives.
    2. Congratulate users for reaching their destination.
    3. Prompt users to continue their journey or terminate it based on their preference.

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