# ANNASHEB MAGAR MAHAVIDHYALAY COLLEGE

**SYNOPSIS**

## CLASS: TYBBA(CA) DEPARTMENT: BBA(CA)

**Date: 27/07/2024 PROJECT INCHARGE: ASHA MANE MADAM**

**Project Title: - *Adventure Map Webapp***

### Member:

*1] Buddhivant tejas Ganesh*

*2] Gatkul Somnath*

## Objective of system:

* The primary objective of the Journey Web App is to create an engaging and interactive platform for users to explore nearby places, earn points, and achieve badges.
* user experience by providing a gamified approach to local exploration, encouraging users to visit and discover new locations.

Platform:

* **Operating System:**
  + Microsoft Windows

### Technologies used:

* + Front End: HTML, CSS, and JAVA Script, JAVA
* **My SOL Software Requirement:**
  + APACHE and MYSQL HTTP Server

# Features:

* + The proposed web app, is designed to provide users with an engaging and interactive way to explore nearby places
  + Location Services, Points and Badges System

*1] Buddhivant tejas Ganesh*

*2] Gatkul Somnath*

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Sign of students