Team 7

Travis Coria, Trevor Coria, Tylor Garrett, Michael Hockerman, Kyle Potts, Nick Stanish

Project Name

Map-It Extreme (name tentative)

Problem Statement

Event and building administrators need a streamlined way to mark points of interest in their event or building, then package that information to their customers.

Objective

To create a client-server system which allows event or building administrators to input or generate data on specific “points of interest” in the real world, then send that data to a centralized server where it can be mapped, data mined, or otherwise made available by an API.

This data will definitely include time, latitude, and longitude, but could also include anything which is available via sensors on an Android phone. This data would then be presented to the administrator through a Google Maps type interface, and made available to other application developers through an API.

We will also ship a proof-of-concept Android application which uses this API.

Stakeholders

- Project coordinators that oversee the development of the application
- Developers maintaining the client and server software
- Administrators who create points of interest for their users
- Developers who access the API to receive POI data for their applications
- Users who access the data through an application made with the API

Deliverables

- An Android application administrators can use to create datasets, add points of interest with accompanying metadata, and view the datasets as they are being created.
- A server architecture which stores this information and makes it available through an API.
- A proof-of-concept consumer Android application to access this API and present requested datasets to the user on a map. Administrators could use this application as a template if they desire a customized experience for their customers.