

Interaktiver Reiseführer

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Abstract

Wir entwickeln einen interaktiven Reiseführer für die Stadt Ulm. Mithilfe eines Smartphones soll der Nutzer die Stadt Ulm erkunden. Auf einer Stadtkarte sind verschiedene Stationen vermerkt, die der Nutzer ansteuern kann. Dort trifft er auf berühmte Ulmer Persönlichkeiten, mit denen der er interagieren kann und verschiedene Aufgaben in Form von Mini-Games absolvieren muss.

1 Zielgruppe

2 Problem, Goal and Approach

Klassische Reiseführer in Buchform bieten für eine jüngere Zielgruppe keinen Mehrwert.

3 Previous Work

List and describe a few paper related to this thesis. What is missing and what is currently worked on.

4 Implementation

How do you want to achieve your goals. Is this thesis build on top of existing frameworks or done from scratch. Is hardware needed and if so, what exactly and why. Are there co-operation partner involved or is everything done on your own.

5 Evaluation

How do you test your work. What needs to be tested to prove your contribution as relevant.

6 Time Schedule

See this list as examples, feel free to add more if needed.

- Literature Research
- Preparation (e.g. Hardware Setup)
- Framework/Architecture Development
- Implementation
- Evaluation
- Study
- Writing
- (Gantt-Chart to illustrate the time schedule)

References

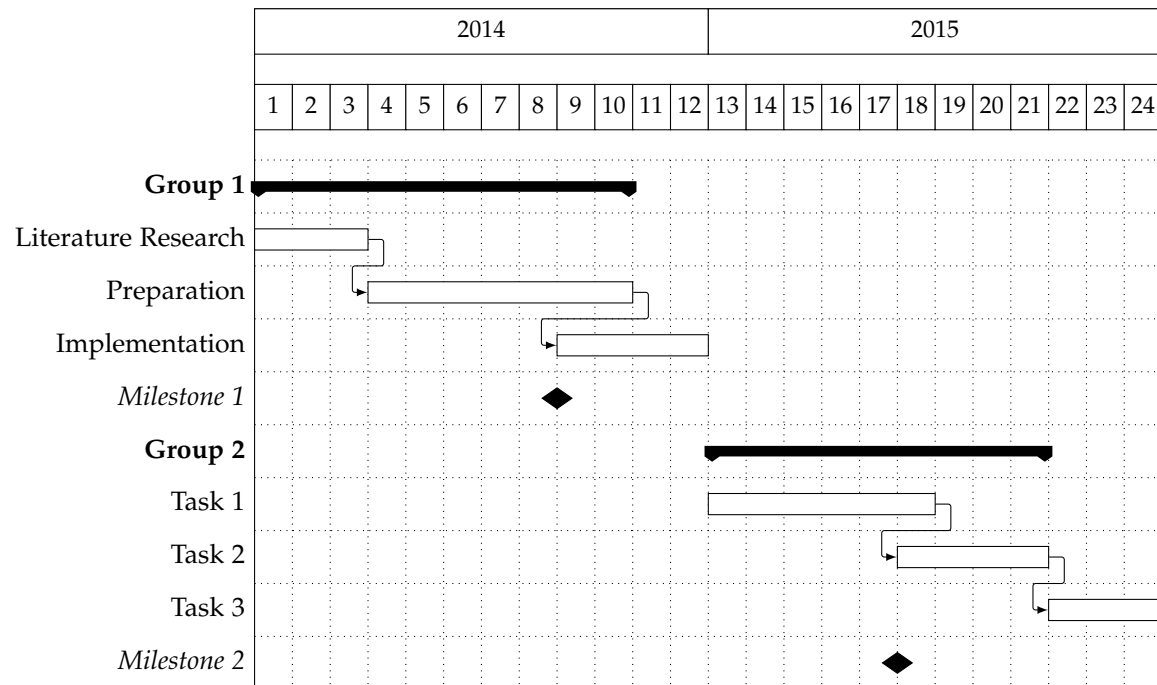


Figure 1: Gantt-Chart example