Informatikzentrum Guide Setup

- The Xcode project contains everything and just has to be built.
- To setup an additional beacon, use the two dictionaries `beaconLocationBuilding` and `beaconLocationFloor` in the `MapViewController`.
  - Use the minor value of the beacon (printed on it) as the key and define in which building (E1, E2, E3 or Hauptbau) and on which floor it is placed, then it should automatically be used to make navigation more precise if it is in range
  - If the general ID of the beacon differs from the ones we used, you first have to create another beacon region for it (similar to the existing one)
- It is recommended to place beacons next to stairs (this should be done on every floor the stairs lead to) and entrances. This has the effect that once the particular beacon is detected the next navigation step is triggered (changing the MapOverlay and the directions).

- To add a new Place programmatically, insert its properties in the `Crawler` class in `run()` as it has been done with the sample data.
  - To get the exact latitude and longitude values you could uncomment the `touchesBegan` method in the `MapViewController` class
  - Every touch detected in the mapView then triggers an output of its coordinates to the console, so just tap the location you want to get the coordinates for