ANDROID MOVING MAP

RAYTHEON

FEATURES

. Allow for different map scales and terrain types

. Store a cache of map data on the device and when available replace stale data from a connected network

. Display Points-Of-Interests (POI's) on the map and allow them to be filtered based on type

. Create new POI's that when connected are synchronized with backend and pushed out to other devices

. Follow Android conventions for help menus and preferences

SCENARIO

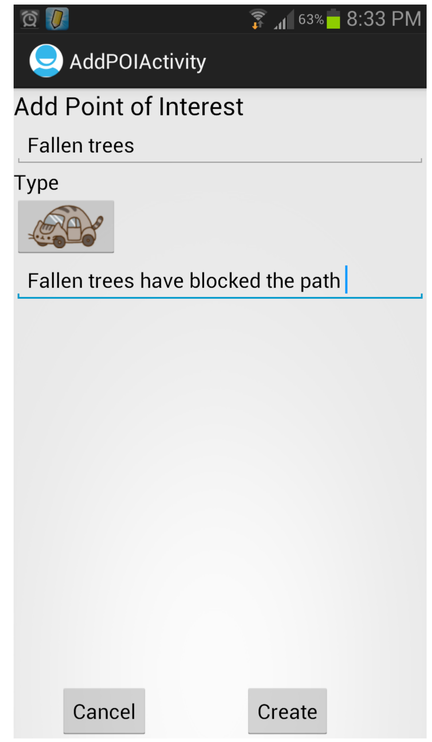
. Rescue team assigned to natural disaster relief

. No access to external Internet

. Need access to maps

. Need ability to mark downed trees, power lines, rescue locations, etc.

. Need ability to share data to other devices on the network

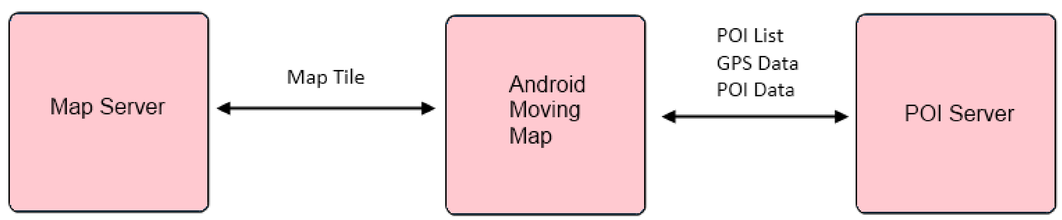


TEAM RESOURCES

. Trello, Web based Kanban board

. Swift (Waterfall meets Agile)

. Github



TECHNOLOGY USED

. OSMDroid

  . Open Source Android Mapping Engine

  . Native offline map support

  . Resembles Google Maps API

. Python

  . Fast development

  . Rapid prototyping of server protocol and API