### **Time Travelers** A black and green compass AI-generated content may be incorrect.

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## **1. PROJECT TITLE: TIMETRAVEL**

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## **3. PROJECT DESCRIPTION:**

### **3.1 Objectives**

The core idea behind the TimeTravel project is to create an interactive way for people—especially students and history enthusiasts—to connect with historical events and figures on a more personal level. Instead of passively reading about the past, users are placed in the role of a time traveler who can explore different eras, alter the flow of events, and engage in conversations with key historical figures.

### **3.2 Main development stages**

1. Concept and research phase  
 - Concept development  
 - User needs analysis and educational methods research  
2. Prototyping and design  
 - UX/UI design for interactive interface  
3. Development  
 - Core functionality programming, time-travel logic, and chatbot  
4. Testing and improvements  
 - Internal and external testing

### **3.3 Complexity level**

The project includes historical event simulations, dynamic AI-powered dialogues, and real-time visualizations, making it both technically and conceptually complex.

### **3.4 Project structure**

1. Interface: C++  
2. Dialogue system: Gemini API  
3. Database: JSON files

### **3.5 Implementation and technologies used**

For this project C++ was used for both the frontend and backend, which helped keep things fast and consistent across the board. The build process set up is with Premake with Lua scripts to keep everything organized and flexible. To handle JSON data, nlohmann/json.hpp library was used, and for making HTTP requests, curl/curl.h. Also an API key was integrated to connect with Gemini AI, which added chatroom with historical figures.

### **3.6 Application description**

The user launches the app and add historical events. Through a interactive interface, they navigate through time, interact with the environment, and talk to key figures. Based on the decisions made, events unfold differently, supporting critical thinking and experiential learning.

**Block scheme:**

A screenshot of a computer

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