



University Walking Tour

[Github](#)

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Last revision: Feb 05 2023

Table of Contents

Introduction.....	page.3
System Architecture.....	page.4
Hardware, software and system Requirements.....	page.4
External Interfaces.....	page.5
Software Design.....	page.6
User Interface Design.....	page.7
Glossary of terms.....	page.8
References.....	page.9

Introduction

This system design documentation is made for University Walking Tour application in COMP 195. The goal of University Walking Tour to be is making tourist or newly arrival students could travel in University of the Pacific with guidance.

The purpose of this system design document is to provide and track the necessary information on the system architecture to be developed. Its intended audience is the project manager, developers, and the instructor. Note the project has not yet to be implemented, so this system design documentation could change alongside during development.

System Architecture

- Software Modules

Overall, there will be 3 modules to this android application. The 1st module will implement the search module. The main purpose of this module is to locate all the possible buildings in the UOP Stockton Campus. And once it has been located, it will provide a route from google map api. The 2nd module will implement the tour module. Here, the user will be provided with a 4 of 20 mins predetermined tours around the campus. This module will not only include the designated tracks but also the data on specific buildings and the brief history behind them. The 3rd module will be an AR support functionality for better user interface and user experience.

- Hardware Components

The main hardware component will be the user's phone. No other hardware equipment is required.

- The User Interface

Refer to the user interface design section below.

- Interfaces to external systems

Android API and Google Map API will be used in the programming of this android application.

Hardware, software and system Requirements

Hardware requirements:

This program is designed to be running on a smart-phone with Android OS or in a Android OS simulation environment on a laptop or desktop computer with wifi, location access.

Software requirements:

We will be using Google Map API and Android API.

System requirements:

Android OS version restriction not decided yet.

External Interfaces

We will be using Google Map API and Android API for this program.

Software Design

- General Description:

This University Walking Tour application faces two kinds of users: Tourists and newly arrival students.

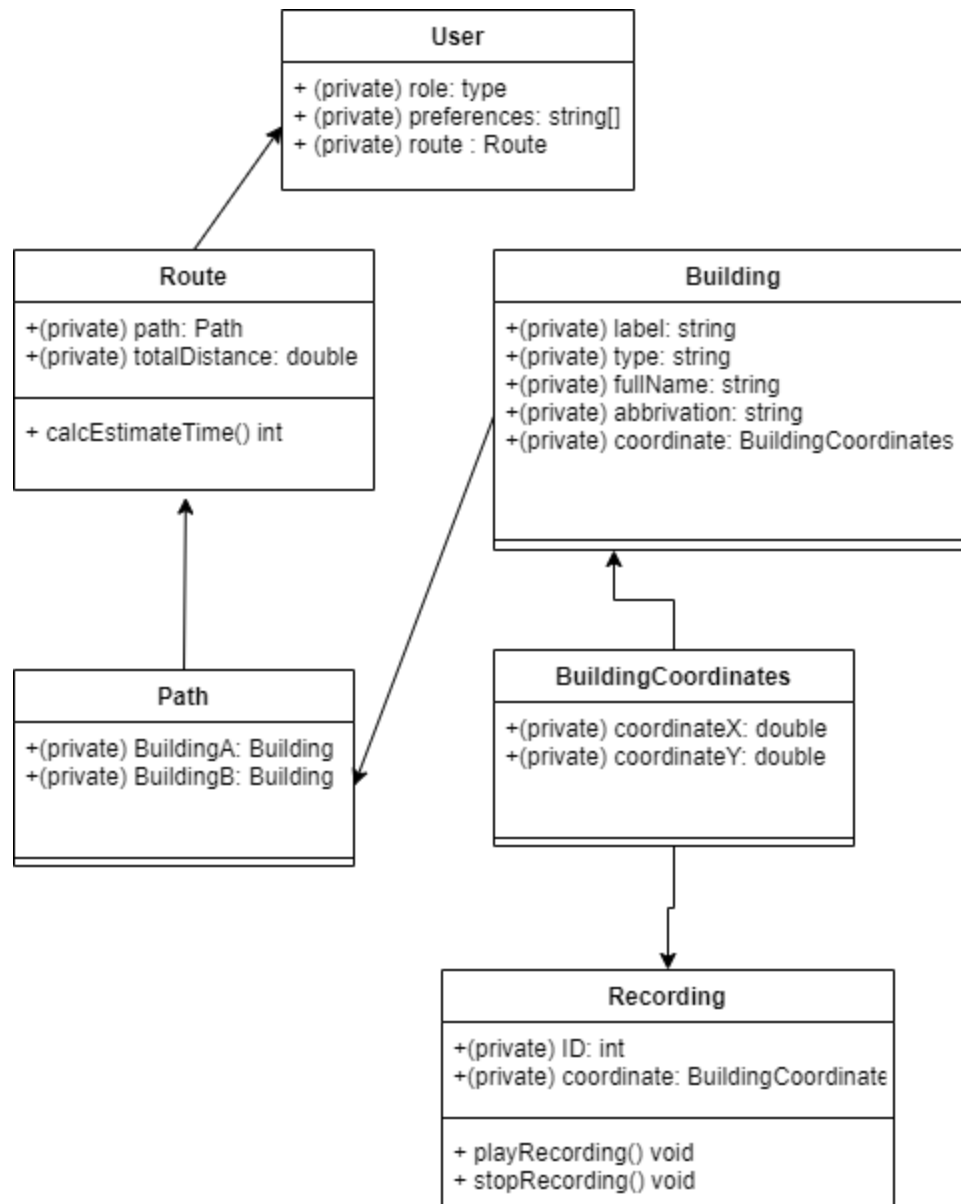
For tourists, we have a “Tour” mode that will design a route for the user by their “interests”. For example, Alan is a tourist who

is more interested in sports. Alan tells the program his preferences, and the program will design a route starting from the closest sports-related building near him and ending at the farthest sports-related building. This customization allows users to have personalized experiences with the tour guide. Also, while exploring, the program will play voice records that introduces the history, fun facts, and other information of the building or the view between buildings for the tourist.

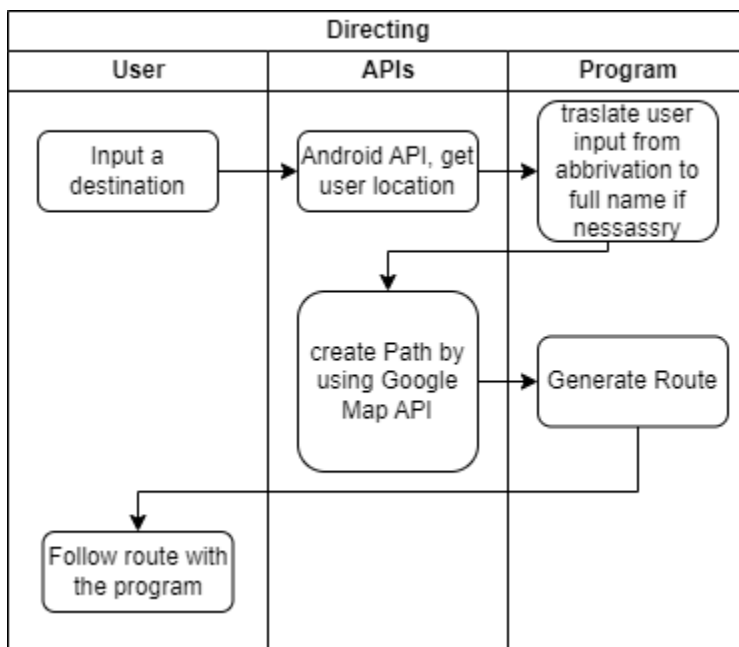
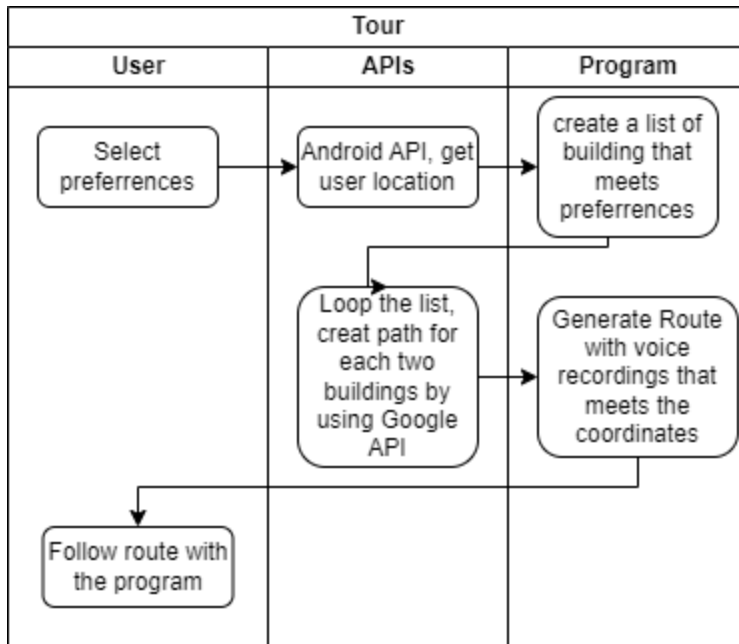
For newly arrival students, we have a “Directing” mode that the user can input a destination (can either be a full name or abbreviation of a building), and the program will use Google Map API to calculate the nearest route.

Note that these two modes can be used no matter the user is a tourist or a student.

- Class Diagram:



- Interaction Diagrams:

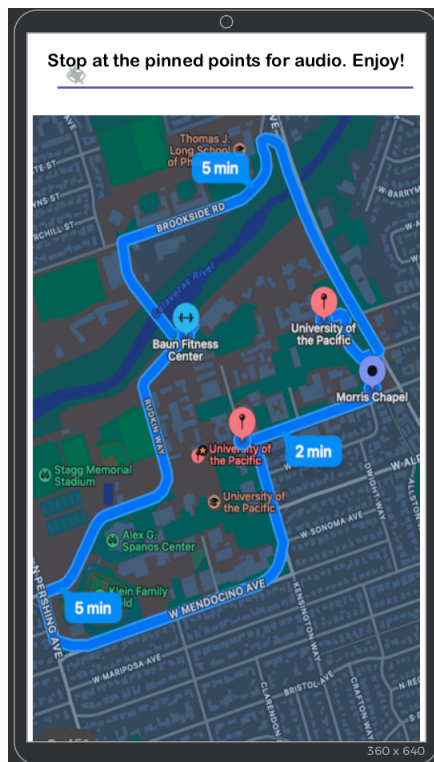
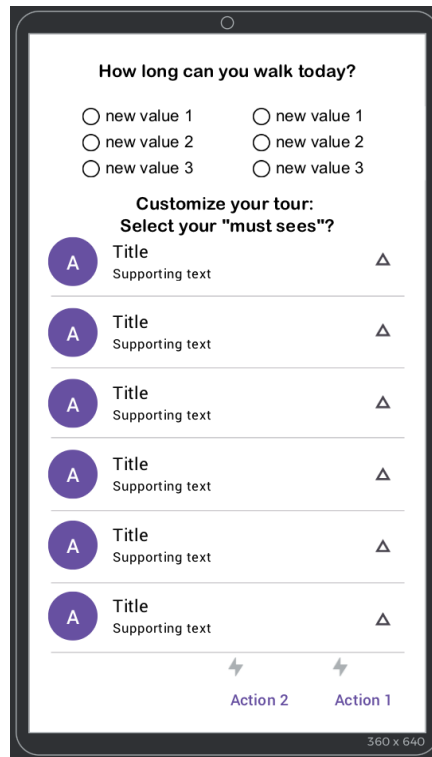
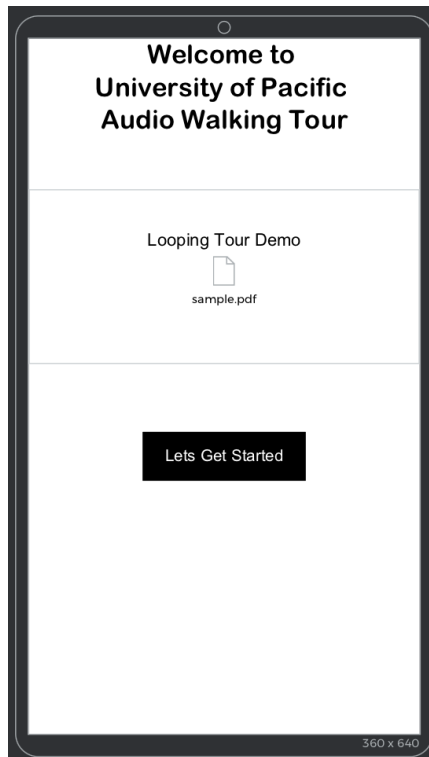


- Design Considerations:

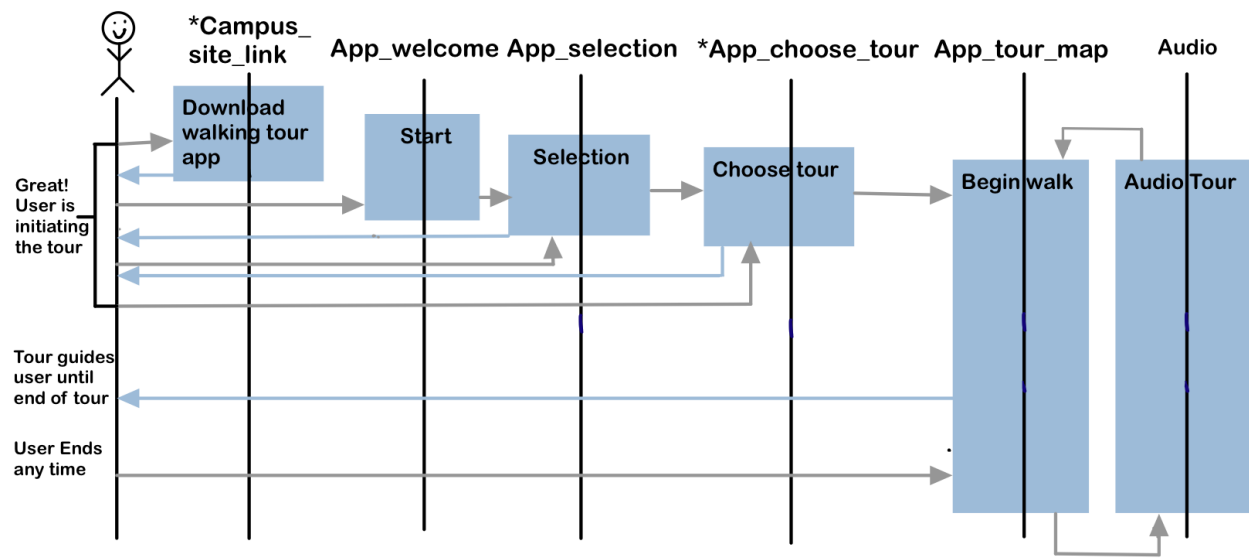
We want to as minimize the user input as possible, make the program easy to use, so there aren't many methods that requires user operations.

User Interface Design

User Interfaces:



User Interface Interaction Diagram:



*This option might skip if not applicable eg. app already downloaded or there is only one option

Glossary of terms

Tour: A route that contains multiple paths through every interest points (buildings).

Directing: A route that contains a single path through user location to destination.

Interest point: A building that the user is preferred to visit.

Path: A path from interest point A to interest point B.

Recording: Voice recording that plays when the user is near a interest point.

References

[The Maps Embed API overview](#)

[Google Maps Controls](#)

[Developer Guides](#)

[Android Development for Beginners - Full Course](#)

[Adding Audio Files to Android App](#)

[Handling Media files](#)

[APK file format](#)