



COLLEGE MAPS

Systems Manual

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College Maps
Computing and Informatics Design III
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College Maps

College Maps uses building plans, schematics, and GPS to show a user the fastest route to a specific building and room number. It is a convenient way for college students, staff, and visitors to get around campus for classes, meals, events, and more. This app will ensure the user takes the quickest and safest route to be on time for an appointment. The main goal is for the user to get where they need to go and be on time.

Hardware Requirements

To run or use College Maps' website with the best and stable experience would be viewing College Maps on a computer of any kind running any operating system given it has installed internet browsers.

To develop College Maps, you are required to have:

A computer:

Mac OS X (10.11 or newer) or Windows (7 or newer)

Computer Requirements:

Minimum of 2 GB of RAM (Recommended 4 GB)

Processor with a minimum of 2.1 GHz (Recommended 2.5 or greater)

Storage:

Minimum of 2 GB

Software Requirements

To run or use College Maps' website the only required software to have a working browser.

To develop College Maps, you are required to have:

QGIS (version 2.18 only):

QGIS Requires Python 3.6

A suitable IDE for JavaScript and HTML:

Visual Studio Code was used to write all the code for College Maps

Installation Guide

College Maps itself does not need to be installed since it is accessed through the web. The user can simply go to the link where College Maps is being hosted to use College Maps.

If you wish to edit or expand upon College Maps Indoor Mapping:

1. If you do not have Python 3.6, go to [Python's](#) website and download Python 3.6
2. Go to [QGIS](#) website and download QGIS 2.18.28 Las Palmas
3. Download CollegeMapsQGIS.zip file [Here](#)
4. Unpackage the file and right click on "McMaster Univ Hall.qgs" and open with QGIS

If you wish to edit or expand upon College Maps' Website:

1. Make sure you have a suitable IDE such as Visual Studio Code, [download here](#)
2. Go to [CollegeMapsWeb's GitHub](#) and download or clone the repository

Trouble Shooting Guide

In every JavaScript and HTML files are comments to guide developers through College Maps' code. If you are having trouble with implementing new code or need a reference and/or guide to expand upon try: [WRLD3D's API guide](#) and references for JavaScript.

If you would like to look at other examples of WRLD3D applications like College Maps take a look at their GitHub page [here](#)

For QGIS, the best guide to refer to is WRLD3D's QGIS guide [here](#). They will show you each step you need to take to perform indoor mapping specifically for WRLD3D's API.

If you are building your own application based off College Maps or WRLD3D's API you must use your own API key. To obtain an API key go to [WRLD3D's Website](#), make an account, go to their developer page, and you will be granted an API Key.

When compiling College Maps on your local machine or any code that uses WRLD3D's API, you must run a local server off your computer to host the program for the API to load properly.

Contact Us

If you have any troubles, concerns, or questions, feel free to reach out to one of the College Maps Developers:

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