Phase 2 Demo

Anthony Devito, Jace Dunn, Shawn Will, Riley Nielsen,
Ivan Quintero, and Eli Lawrence

#	AS-IS	TO-BE
1	A blind student enters a building and is stressed because they do not know where they are. They are embarrassed asking others for help, and so they rely on trial-and-error. Navigation is slow, stressful, and unsafe.	User enters the building and selects their desired destination by voice. The app determines indoor location, calculates shortest safe route, gives voice and/or haptic directions. The user can now navigate safely and quickly.
2	A blind student does not see the step or object in front of them. The student falls and possibly seriously injures themselves. They have to rely on calling for anyone nearby or rely on themselves to get help.	The app automatically detects when a fall occurs and ask if the user is okay. If the user does not respond within a short period, the system calls/notify their emergency contact.
3	Important information about the user can be unknown unless shown elsewhere (such as with an ID bracelet). In an emergency, this makes it hard for others to gather the necessary information about the user to assist them.	During setup, a caretaker can use the app's information section to help the primary user enter info such as name, age, emergency contact, preferred units/language, etc. This would help others have all necessary information in one spot.

Features Tackled

1. Users can input navigation with voice commands, and the navigation selects the shortest route. It does not give haptic feedback, however, it does give audio feedback for the main user, and visual feedback for a companion.
2. Users can manually enter falls, however there is no automatic fall detection. They can press a button or use a verbal command to start the fall detection sequence, as well as use another verbal command to say they are okay. This runs for 20 seconds before moving to the emergency contact sequence.
3. Companion settings are incorporated and used to determine who should be contacted in case of a fall. They can be opened manually with the on screen button, or verbally using voice commands.

Demo Time!