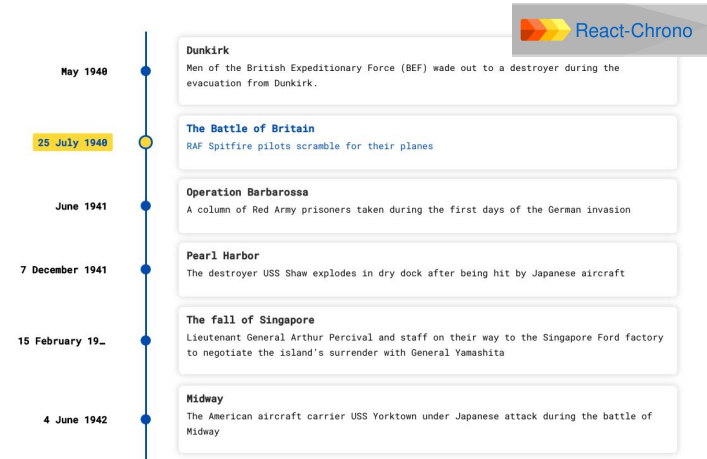


Semester 2 Project Plan

Florida Tech History Tours

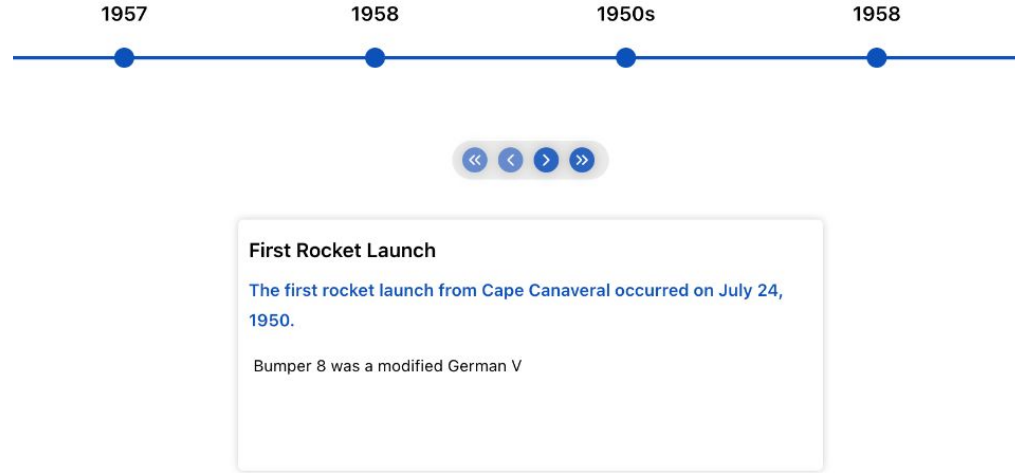
Algorithms and Tools/Integrations



Technical Challenges

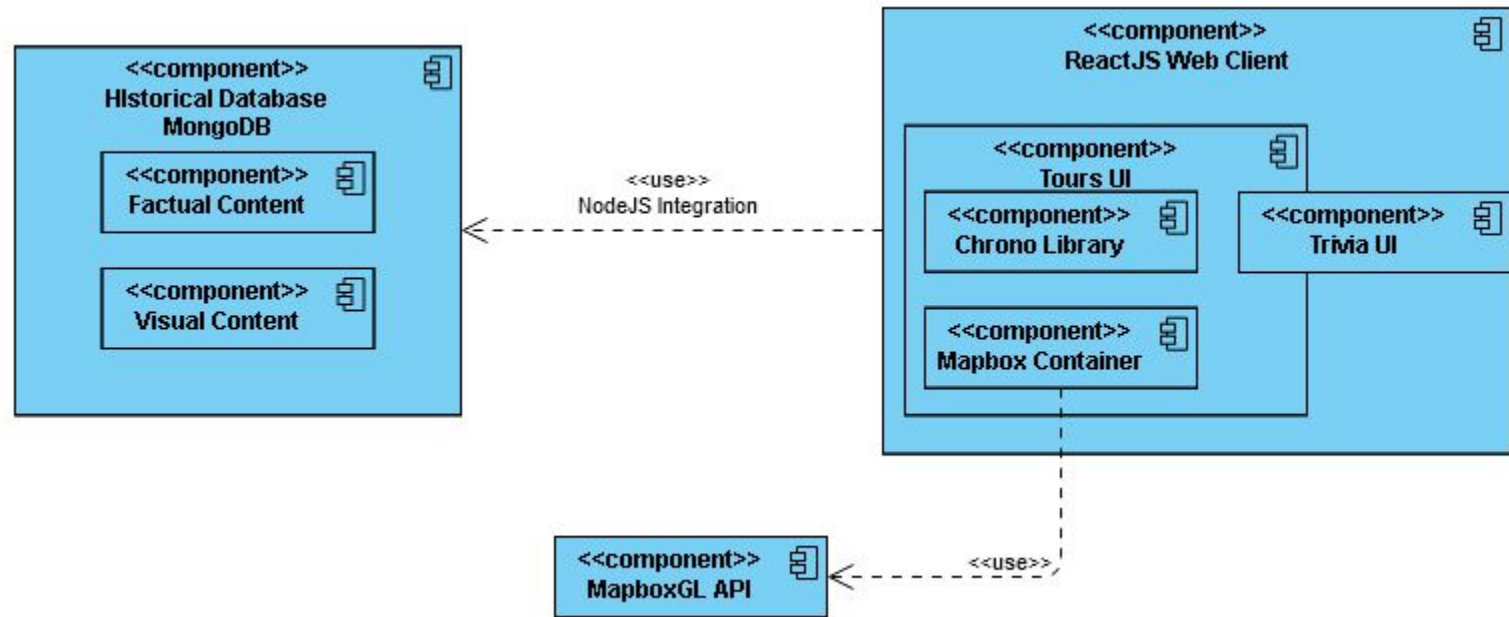


GPS Inaccuracies



Timeline Data Streaming

Design of the System



System Evaluation Criteria

- ❖ **Accuracy:** Facts presented to users about Florida Tech and its buildings are correct and up to date. The map displays user location when geolocation is active within a 100ft radius of their actual position.
- ❖ **Speed:** The speed will come from three key metrics of the web application: initial load time, timeline update time, and location service update time.
- ❖ **Reliability:** The reliability of the application should correctly get the user down the correct path eight out of ten times; while the user should still be able to reach the end goal with a new path 9.9 out of 10 times.
- ❖ **User Survey:** Users can rate different aspects on a scale of 1 to 10; such as how engaging the trivia is, how easy the app is to navigate and understand, and which point of interests they find the best and most informative.

Progress Summary

Feature	Completion (%)	To Do
Implement and Deploy Basic Web App	100%	None
Choose GPS/Location Framework/API	100%	None
Integrate Map Container	100%	None
Add GeoLocation Button to Map View	100%	None
Add Historical Facts to App	100%	None
Load Current Content Into Live Demo	100%	Keep updated as more facts are collected
Implement History Trivia	60%	Integrate with home page Randomize game questions
Implement Scavenger Hunt	0%	Begin Coding Scav. Hunt
Collect Coordinates for Building/Locations on Campus	30%	Continue collecting coordinates
Build Out Historical Database	45%	Continue collecting information from Florida Tech Digitize Archival Photos
Game Question Generation	50%	Generate more trivia questions

Next Three Milestones

- **Milestone 4 Tasks**

- Implement initial tour paths for guided navigation
- Design and Integrate Layouts for the Points of Interest across campus
- Begin Implementation of the additional game(s), e.g. scavenger hunt, name game, etc.
- Create Geofences with latitude and longitude values for campus buildings

- **Milestone 5 Tasks**

- Create full campus tours for the various routes
- Design and implement settings menu for application settings and social media sharing
- Begin evaluation of the system for final analysis
- Create Poster for Senior Design Showcase

- **Milestone 6 Tasks**

- Clean up the UI and add in debug options for location and other resources
- Conduct full system test for evaluation and analysis of success
- Create user/developer manual
- Create demo video

Next Milestone Matrix

Task	Grant	Cam	Matt	Tyler
Add Initial Routing	5%	5%	5%	85%
Add Map Layovers	5%	85%	5%	5%
Begin Other Game Implementation	85%	5%	5%	5%
Build Geofences for Buildings	5%	5%	85%	5%

Questions?