

DRI Intelligent Map

Problem statement:

The DRI have a problem that their physical site is incredibly complicated to navigate, made up from buildings dating back over a century to modern buildings.

DRI would like an intelligent map that will show a viewer how to get from point A to point B using visual effects and perhaps audio

The DRI would also like this map to be easily updatable - since the start of COVID many features and functions of the hospital have changes locations to accomodate COVID treatment. The DRI would like to be able to update this easily and quickly and still have the direction feature available and working.

Note: DRI are unable to accommodate onsite visitors for this project.

However an online map is available to base our Intelligent Map from

Use AI to enable to map to answer questions. E.g 'where is the car park from here' (here being where their 'pin' is on the map

For more information, contact: j0nnymac@uk.ibm.com

Product / Service requirements (high level):

Reimagine the game 80's 'Ramparts' in VR. However rather than cannons firing at the opponents castle, the user will be required to pick up a cannonball and throw it using the motion of a kettlebell swing. A harder swing will make the cannonball go further and do more damage. A lighter swing will cause less damage.

Use Watson Speech to Text to defend your castle by ordering 'raise shields' and invoking earned powerups

As each stage progresses the opponents castles walls are tougher, requiring a progressively harder swing to cause damage

NOTE: When completing this template please feel free to be ambiguous and ambitious. It is for the students to work with you to determine the more explicit and achievable requirements