

Campus AR NAV

Software Design Document

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Version History

User	Date	Reason for Changes	Version
Jesse Saroca	12/5/25	Update for snapshot 1	1.0

1 Introduction

1.1 Purpose

The purpose of this document is to provide a detailed description of the Campus AR NAV (CARN). This document will outline the system architecture, user interface, and intended audience for the application.

1.2 Intended Audience

The intended audience for this document includes:

- Software Developers
- Project Managers
- Testers
- Stakeholders

1.3 Overview

The CARN will be a mobile application that allows users to use their phone camera to navigate through their college campuses. The application will provide a user-friendly interface and clear instructions that will guide the user.

1.4 References

See the references section for a list of documents and resources referenced in this document.

1.5 Definitions, Acronyms, and Abbreviations

See the glossary section for definitions of terms, acronyms, and abbreviations used in this document.

2 System Architecture

2.1 Workflow

2.2 Site Breakdown

2.3 Architecture Overview

2.4 Data Flow - New Audit

3 User Interface

3.1 How to Use

3.1.1 Web Application

3.1.2 Mobile Application

3.2 Database Explanation

Glossary

CARN - Campus AR NAV

AR - Augmented Reality

NAV - Navigation

References

Ascent - Project. (2017). Cysun.org. <https://ascent.cysun.org/project/project/view/72>

Ascent - Project. (2022). Cysun.org. <https://ascent.cysun.org/project/project/view/44>