Background Research

1. Available augmented reality apps and basic technologies for each platform

Augmented reality is one of the most exciting technologies around and its practical application through Navigation apps is particularly interesting. Some of the available navigation apps that use AR technology include *iOnRoad Augmented driving* (available for both Android and IOS), *Spyglass* (Iphone users) which is used by adventurers to get information about their location (coordinates). Basic technology for designing these apps varies depending on the platform;

For Android developers, the basics for developing an app include;

1. Good understanding of Java (and Android SDK knowledge): classic java, some third party libraries, some tools like eclipse.
2. Minimal understanding of xml because you will be using it for some user interface rendering and setting up some configuration/properties.

For IPhone app designing;

1. Apple provides the free SDK for iPhone development. This includes everything you need to get going, including the development environment Xcode, the iPhone Simulator for testing, performance analyzers, interface builders and the full documentation reference library.
2. Objective C: The Primary programming language for iPhone development. It's an extension of C to include object-oriented principles.