Need:

When people first arrive at the engineering building, often they get confused and lost. This can make it difficult to arrive to classes on time and ready to learn. The building is naturally confusing with rooms and labels that don’t always make sense on the first arrival. This can be remedied through an app which makes maps and locations easily accessible to anyone. This app also should not simply be a map as those can be confusing and hard to interpret.

Objective:

The objective of this project is to create an augmented reality app which can be implemented to help people find their way around the engineering building. This can be used through a menu to select where they are going and then directions can be shown on the screen using the augmented reality format. The app should provide easy to use directions which tell students how to get where they need to go. The app should be user friendly and not require knowledge of programming to use.