

PS Number: BC78

Disasters act as a shock to density. Considering the Cities of tomorrow, what should be done?

Aim: To develop a Software-based solution for disaster management



Ministry/Organization Name

Ministry of Housing and
Urban Affairs

Team Name

CodeRescue

Team Leader Name

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Key Features

Dashboard



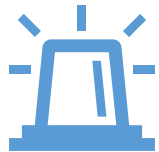
Real Time Tracking of affected areas displayed on a map based on input sources like **satellite data**.



Disaster related data such as number of people injured/rescued is displayed. This data can be updated by the concerned authorities.



Preventive and precautionary messages issued in public interest by the **headquarters** like relief camp location etc.



SOS API endpoint where any 3rd party app can provide an emergency button to **report the status** of the victims.

Augmented Reality



AR based **navigation** functionality guiding the rescuers using **virtual markers** directed towards the affected area.



Supports various **visibility modes**. In case of dust storm or at night, rescuers can switch to low visibility to get **closely spaced markers** guiding the route.

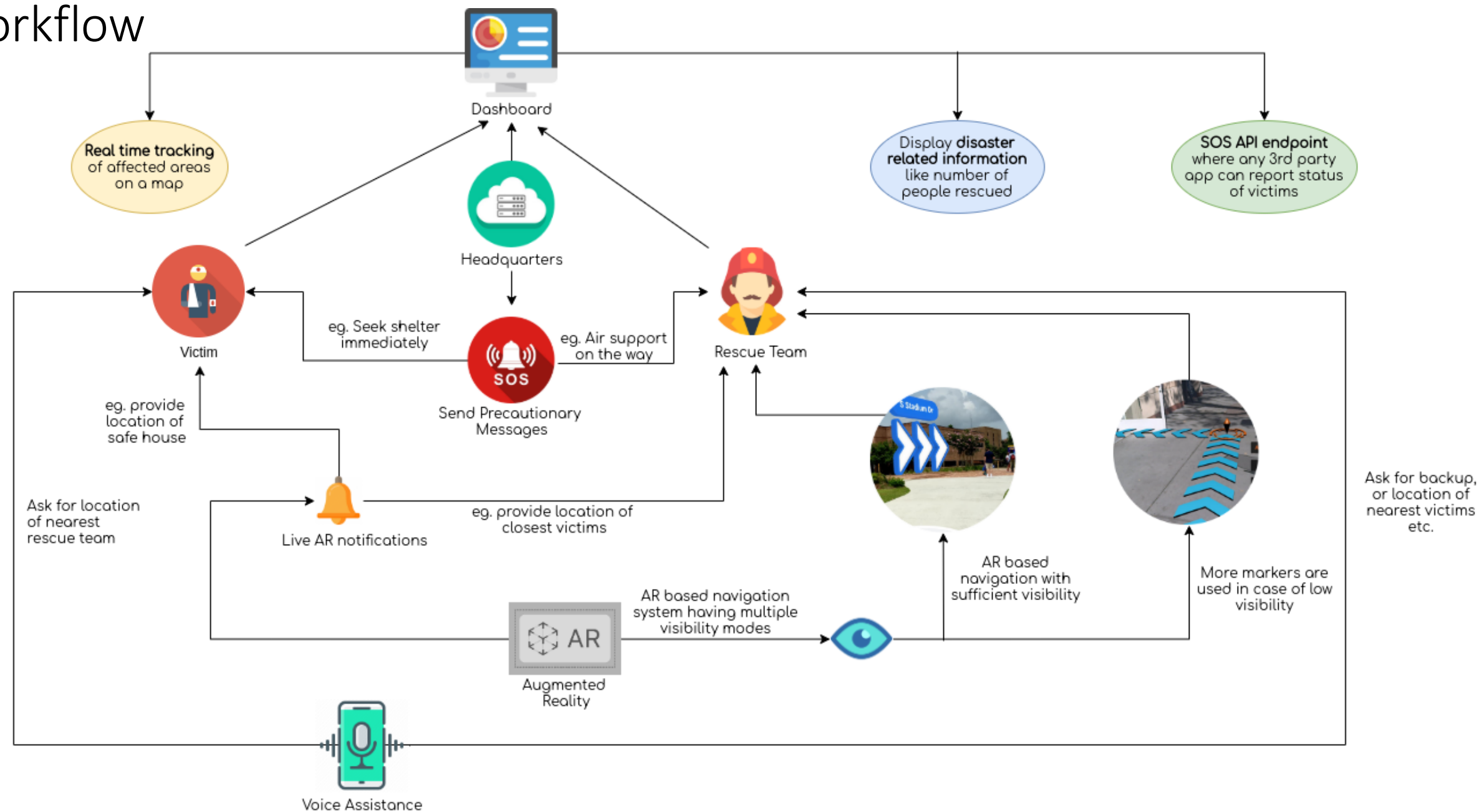


AR **notifications** provide effective communication using "help" messages and details like road blockage **tagged** along with location in AR space.

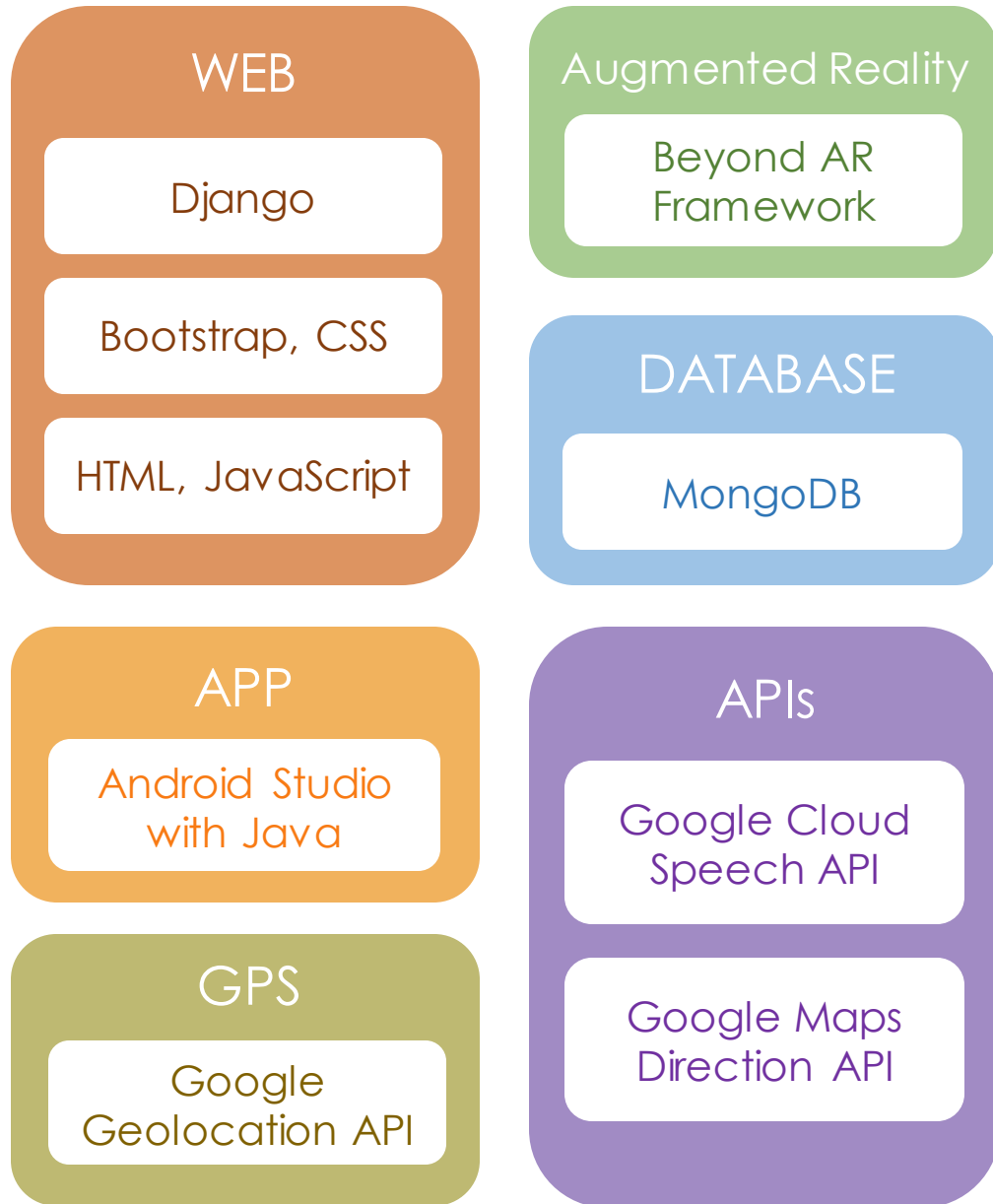


Integrated **Speech API** for **voice recognition** to make whole experience hands-free and thus save time for the users.

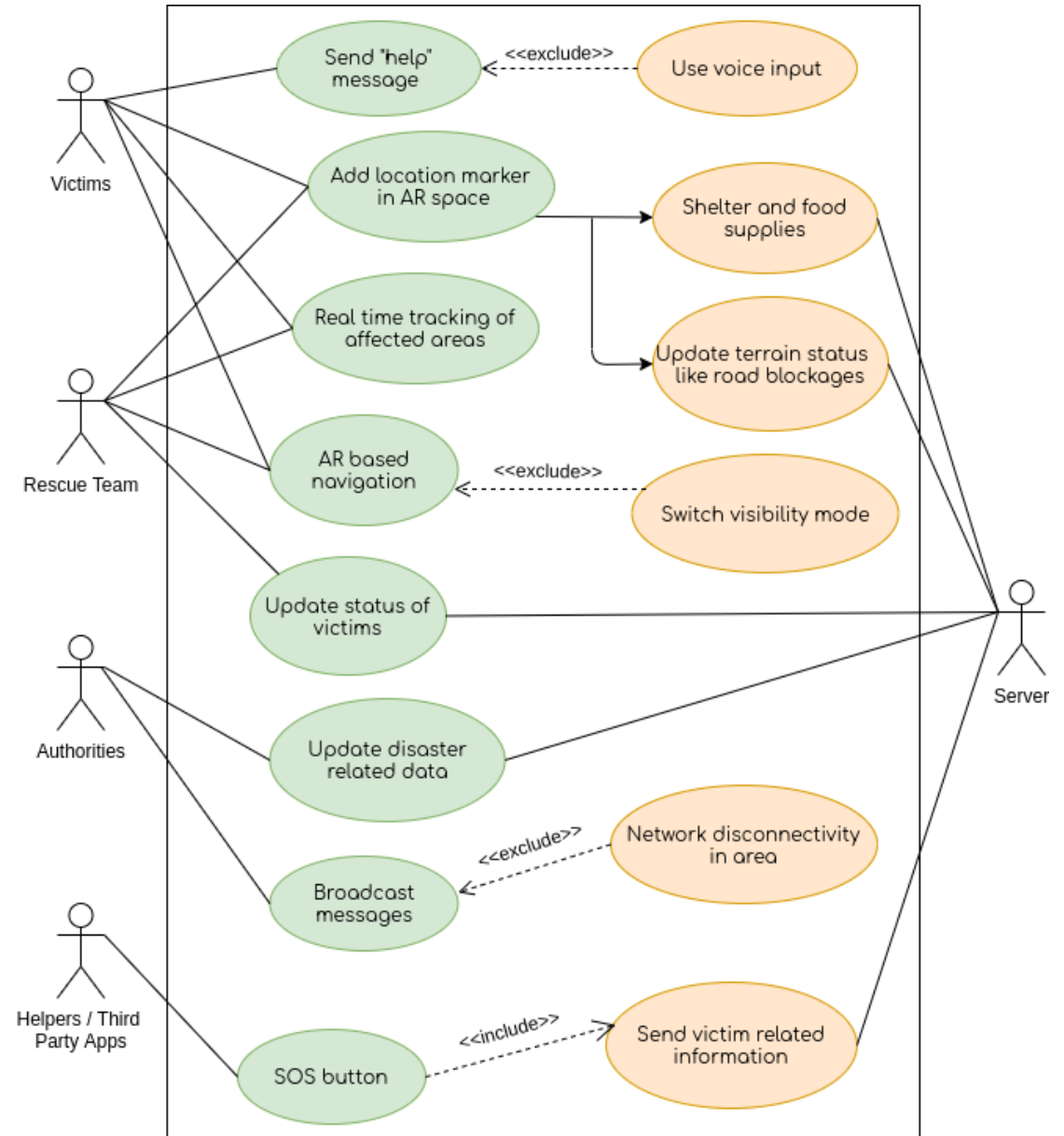
Workflow



Technology Stack



Use Case Diagram



Unique Selling Point

Real-time disaster tracking with Augmented Reality based navigation and notification functionality to assist victims and rescue teams even in absence of visibility and internet connectivity.

Dependencies

- Rear Camera: AR features
- Microphone: Voice Input

Show-Stopper

- Precautionary messages might be blocked due to network disconnectivity.
- If GPS is dysfunctional, tracking the victims will become strenuous.