

ALMOND. - design doc

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Description

Our site is an interactive map of Stuyvesant. Users will be able to see floor plans, get directions to specific room numbers, bathrooms, gymnasiums, etc., find out basic facts about different Stuyvesant landmarks, and even see information about the “memory cube” each graduating class creates.

Site Map

Home: The user will see a map, which they can pan around and toggle through floors using a navigation bar. User can also select directions, at which point they can either choose a starting point by tapping a location on the map or typing a room number. Choosing a destination works in the same way.

Once given directions: A bird's-eye-view map will have a highlighted line, showing user's path for each step. Once the user has completed a step, they will tap (a prompt will remind them to do this), revealing the next step. If the step is just walking up stairs or an escalator, the map will just display a bird's eye view of the floor they're leaving. Directions will also be explained in text at the top of the map. Once the user has clicked through the last step, they will see “you have arrived”, and on the next tap they will be directed to home.

Tools

- Python
 - Flask, backend
- JS
 - Interactivity
 - SVG for map
- MongoDB
 - Storing information about each floor

Roles

- Noah
 - Project Manager
- Chloe
 - Backend
- Jack
 - Frontend
- Asher
 - Middleware

Basic Mockup

Get Around Stuy!.com

Map

Map of current floor goes in here

Current Floor

↑ 4 ↓

Get Directions

This is the home page for our site. It shows a map of the current floor, buttons to change the floor, and a button to request directions.

Get Around Stuy!.com

Map

Current Floor

▼ Where are you going?

Current Location:	(user enters room number)
Destination:	(user enters room number)

Get Directions

Get Directions

When a user clicks on the “Get Directions” button, this box will be displayed on their screen, asking for a start and end location, which they will enter in room number format.

Additionally, this box will be displayed if the user clicks on a room on the map, in which case this room will be in the destination field on the form.

Get Around Stuy!.com

Directions

1. Walk to this place
2. Walk up that thing
- ...

Press when you have
completed the next
step.

Map

Map of current floor goes in here

Current Floor



Once a user submits the form for start and end location, a box for directions will appear to the left of the map. There will be a button under these directions which the user presses to indicate they have completed the step they were on.