# **Hackathon Project Phases Template**

## **Project Title:**

Gemini Landmark Description App Enhancing Tourist Experiences with Al

## **Team Name:**

AI AVENGERS

### **Team Members:**

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# **Phase-1: Brainstorming & Ideation**

## **Objective:**

By leveraging AI technology to provide interactive, personalized, and real time information about landmarks and enhancing their travel experience and making it more engaging and educational.

## **Key Points:**

- 1. Problem Statement:
  - Lack of Instant Landmark Information travelers often struggle to find quick, reliable details about historical and cultural landmarks.
  - Language & Accessibility Barriers many tourists face difficulties understanding landmark descriptions due to language differences or accessibility limitations.
  - Limited Engagement with Cultural Heritage without engaging and interactive content, visitors may not fully appreciate the historical and architectural significance of landmarks.

#### 2. Proposed Solution:

#### a) Instant Landmark Identification & Information:

 Users upload an image and input a prompt to receive Al-generated descriptions covering history, architecture, and fun facts.

#### b) Inclusive & Accessible:

 The app supports multiple languages and accessibility features, making it easy for all travelers to use.

#### c) Enhanced Travel Experience:

• Ideal for tourists, guides, and history enthusiasts, the app deepens cultural appreciation and knowledge of landmarks worldwide.

#### 3. Target Users:

- Tourists & Travelers individuals exploring new cities who want quick and detailed information about landmarks.
- Tour Guides & History Enthusiasts professionals and curious learners seeking deeper insights into cultural and historical sites.

#### 4. Expected Outcome:

• Enhanced Cultural Exploration users gain instant, detailed insides into landmarks, fostering a deeper appreciation and understanding of global heritage.

## **Phase-2: Requirement Analysis**

### **Objective:**

To define core features, user needs, technical feasibility, accessibility, and security requirements for a seamless and informative tourist experience.

### **Key Points:**

#### 1. Technical Requirements:

Programming Language: Python

Backend: Google Gamini Flash API

Frontend: Google Collab

Database: Not required initially (API-based queries)

#### 2. Functional Requirements:

 Image Upload & Recognition Users can upload landmark images for Al analysis.

- Al-generated Descriptions the app provides historical, architecture, and cultural insights.
- Real Time Processing Al quickly generates responses for a seamless user experience.
- Security & Privacy Ensures safe image processing and data protection.
- Sharing & Saving Options Users can save descriptions or share them via social media.

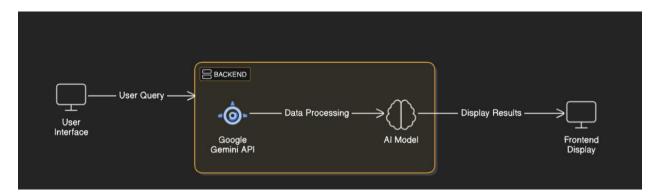
#### 3. Constraints & Challenge

- Ensuring real-time updates from Gemini API.
- Privacy Protecting user data and images.
- Device Support Making sure the app runs smoothly on all devices.

## **Phase-3: Project Design**

### **Objective:**

Develop the architecture and user flow of the application.



## **Key Points:**

#### 1. System Architecture:

- User Interface: A simple app for uploading images, selecting languages, and viewing descriptions.
- Application Logic: Al recognizes landmarks, generates descriptions, and translates them into different languages.
- o Data Storage: Stores images, descriptions and landmarks info in the cloud.
- External Services: Uses translation APIs and AI models for recognition and description generation.

#### 2. User Flow:

Step 1: Open app & upload image.

- o Step 2: Al identifies landmark.
- Step 3: View and select language for description.
- Step 4: Save, share, or explore more.

#### 3. UI/UX Considerations:

- Simplicity to clean and easy to navigate design.
- o **Accessibility** features like voice input, text to speech, and clear fonts.
- **Responsiveness** fast performance for quick image processing and description generation.

# **Phase-4: Project Planning (Agile Methodologies)**

## **Objective:**

Break down development tasks for efficient completion.

Sprint	Task	priority	Duratio n	Deadlin e	Assigne d To	Dependenci es	Expected outcome
Sprint 1	Research & gather landmark data	High	5 hours	End of day 1	Member 1	None	Comprehensive list of landmarks
Sprint 1	Define project scope & objective	High	3 hours	End of day 1	Member 2	None	Clear roadmap for development
Sprint 2	Design database schema	High	4 hours	End of day 1	Member 3	Landmark data collection	Structured database for storing data
Sprint 2	Develop backend API	High	6 hours	End of day 1	Member 4	Data base schema	API for fetching and storing landmark data

Sprint 3	Implement frontend UI	Mediu m	7 hours	Mid-Day 2	Member 1 & 2	API Developmen t	Basic UI for browsing landmarks
Sprint 3	Map integration (Google/ Bing)	High	5 hours	Mid- Day 2	Member 3	API & data base setup	Interactive maps displaying landmarks
Sprint 4	User authentication system	Medium	5 hours	Mid- Day 2	Member 4	Backend & database setup	Secure login & user profiles
Sprint 4	Filter & search functionality	High	6 hours	Mid- Day 2	Member 1 & 3	Landmark database & UI	Users can search for specific landmarks
Sprint 5	Mobile responsivene ss	Medium	4 hours	End of day 2	Member 1	UI implementat ion	Optimized UI for mobile devices
Sprint 5	Performance testing	High	5 hours	End of day 2	Member 2 & 3	Core features	Ensure past & smooth user experience
Sprint 6	User feedback collection	Medium	3 hours	End of day 2	Member 4	Usability testing	Insights for further improvements

## **Sprint Planning with Priorities**

## Sprint 1 – Research and project scope (Day 1)

( High Priority) Research the landmark

( High Priority) Project scope and objective

## Sprint 2 – Design database and develop backend (Day 2)

( High Priority) Design database schema

( High Priority) Develop backend API

### Sprint 3 – Implement frontend UI & Map integration

(☐ **Medium Priority**) Implement frontend UI (☐ **High Priority**) Map integration

## Sprint 4 - User authentication and filter & search

(Medium Priority) User authentication system

(High priority) filter and search functionality

## **Sprint 5 – Mobile responsiveness and performance testing**

(Medium Priority) Mobile responsiveness

(High priority) Performance testing

### Sprint 6 – User feedback collection

(Medium Priority) User feedback collection

## **Phase-5: Project Development**

### **Objective:**

Implement core features of the AutoSage App

### **Key Points:**

### 1. Technology Stack Used:

o Frontend: Google collab

Backend: Google Gemini flash

o Programming Language: Python

#### 2. Development Process:

- Planning & Design Define objectives, collect data, and design UI/UX.
- Development & Integration Build backend, frontend, and integrate maps & APIs.
- Testing & Deployment Test for performance, fix issues, and launch on the cloud.

### 3. Challenges & Fixes:

o Challenge: Inaccurate or outdated landmark information.

Fix: Implement regular data

o Challenge: Slow loading time with large datasets.

**Fix:** Optimize queries, use coaching, and implement pagination.

# **Phase-6: Functional & Performance Testing**

## **Objective:**

Ensure that the Auto Sage App works as expected.

Test	0-4	Took Cooperin	Formandad Outcome	04-4	T4
Case ID	Category	Test Scenario	Expected Outcome	Status	Tester
			UI should be interactive		
	Functional	Verify UI elements are	and responsive.		
TC-001	Testing	responsive.		Pass/Fail	Tester 1
	Functional	Install on Windows, Linux	Installation completes		
TC-002	Testing		without errors.	Pass/Fail	Tester 2
	Functional	Run on different OS	Tool should work		
TC-003	Testing	versions.	across all platforms.	Pass/Fail	Tester 3
			Tool should fail		
	Performance	Increase users to 5000.	gracefully under high		Tester 4
TC-004	Testing		load.	Pass/Fail	
	Performance	Transfer 1GB of data.	Throughput should be		
TC-005	Testing		expected rates.	Pass/Fail	Tester 1
	Performance	Monitor CPU, memory,	Usage should remind		
TC-006	Testing	disk usage during tests.	within acceptable limits.	Pass/Fail	Tester 3

# **Final Submission**

- 1. Project Report Based on the templates
- 2. Demo Video (3-5 Minutes)
- 3. GitHub/Code Repository Link
- 4. Presentation