Use case 1: Getting more information about a building appearing on the map:

The user double taps the building, and the name of the building will pop up in a box.The camera is than panned to the front entrance of the building. The user can exit out of the box by clicking the X button on the top right button.

Use case 2: Search:

The user can search for a specific information by touching the search bar (which will add a touch keyboard on the screen). Search results will pop up in a text box over the map. The default search is on buildings, which will take you to the building as well as giving informations about it on the pop up box. By clicking on the drop down menu on the left side of the search bar, the user can filter their search result by instructor, staff, departments, faculty, special places and study places.

Use case 3: Paths:

The user can click on the road button which will show a drop down menu of different building names that the user can select to find a path from the kiosk to that building. The camera will zoom out showing a highlighted path.

Use case 4: Pins:

To find notable places around campus, the user can click on the way point button. A drop down menu will allow them to toggle different way points that appear above buildings. Some examples of way points are cafeterias, libraries, housing facilities. The camera will zoom out to show the entire campus when toggled. The user can toggle off the pins by clicked them once more.

Use case 5: Study Places:

The user can click on the book button which will take the user to another scene. In that scene the user has to choose a day, building from a drop down menu and enter a time. Upon clicking search all available classrooms (free for a minimum of 50 mn) from the search criteria will be shown.

Use case 6: Discovering new places outside AUB campus (restricted to areas around AUB):

Clicking on the left button (of the homepage, that is the map) will take the user to another screen which give him a choice to either find a place to eat or discover a new place off campus. By touching discover, the user will be taken into a screen with multiple thumbnails of places. Touching any of them will cause a pop up screen with more details about the place.

Use case 7: Searching for places to eat around campus:

Clicking on the left button (of the homepage, that is the map) will take the user to another screen which give him a choice to either find a place to eat or discover a new place off campus. By touching eat, the user will be taken into a screen with multiple thumbnails of places. Touching any of them will cause a pop up screen with more details about the restaurant/cafe.