# Cultural
# COMPASS

## AN AR BASED SOFTWARE APPLICATION

# Problem Statement

**Tourism Challenge:**

India attracts a diverse range of tourists, both international and domestic.

**Understanding Difficulty:**

Visitors often struggle to understand and appreciate the cultural and historical significance of Indian places.

**Complexity:**

The rich linguistic and cultural diversity of India adds to the complexity of comprehending these sites.

**Target Beneficiaries:**

The primary beneficiaries of the app are foreign tourists and all tourists visiting India who seek to gain a deeper understanding of the country's cultural heritage.

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# Literature Review

**Recent Studies:**

IEEE has published several papers on AR in tourism.
Link : https://ieeexplore.ieee.org/document/8929478

**Existing Limitations:**

the specific use of AR for cultural tourism is a novel idea with no existing solutions addressing this exact need presently.

**Our Approach:**

The "Cultural Compass" app utilizes AR to enhance understanding of Indian cultural and historical sites, filling a gap in the market.

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# Solution Architecture

**Components:**

Figma and Canva (Front-End), C# (Back-End), Vuforia (AR Module).

**Technologies Used:**

- Unity: For AR and 3D model integration.
- Android Studio: For Android device compatibility.
- Figma & Canva: For UI/UX design.

**Workflow:**

Practical demo will be shown.

**Scalability::**

Designed to support growth and ensure smooth performance across platforms.

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# Test Environment and Expected Results

**Test Environment:**
Will be demonstrated during the presentation with the actual software product.

**Test Variables:**
Covered through a live demo showcasing the app's functionality and performance.

"Is the demo ready?" -- YES :)

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# APP Screenshots



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# Thank You