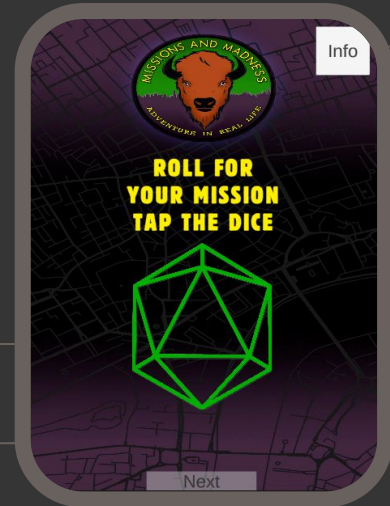


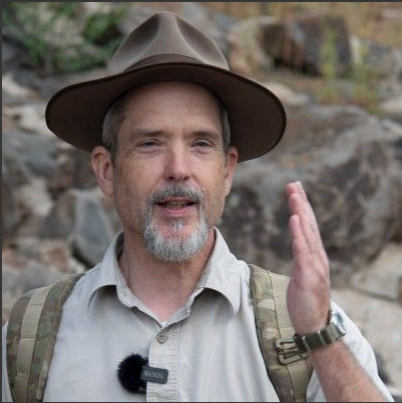
Atlas Systems
2025 / November



MISSIONS AND MADNESS



Meet the team



Morgan Boatman
Client



Ogonna Eli
Mentor



John Zeledon
Team Lead, Coder



Mitchell Morris
Recorder, Coder

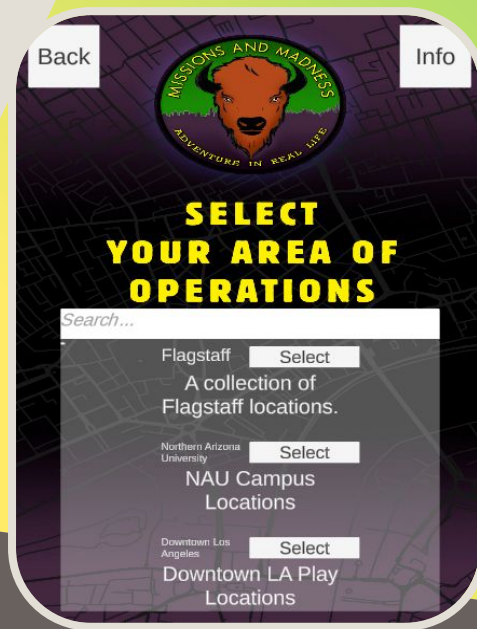
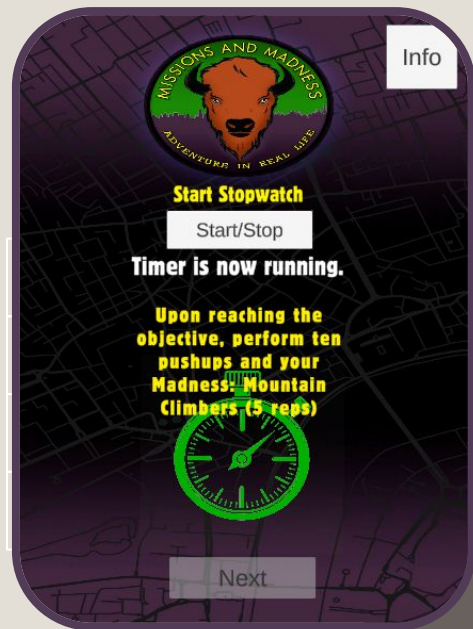


Hunter Beach
Architect, Coder



Tristen Calder
Release Manager,
Coder

Problem Statement



Goal: Aimed to address Isolation, by getting people out into their communities in a fun way

GPS

The app doesn't have a location tracker on the user

What if the user gets lost?

Map with Points of Interest (POIs)

There isn't a (non-hardcoded) map with the POIs for the user to go to.

How else can we expand globally?

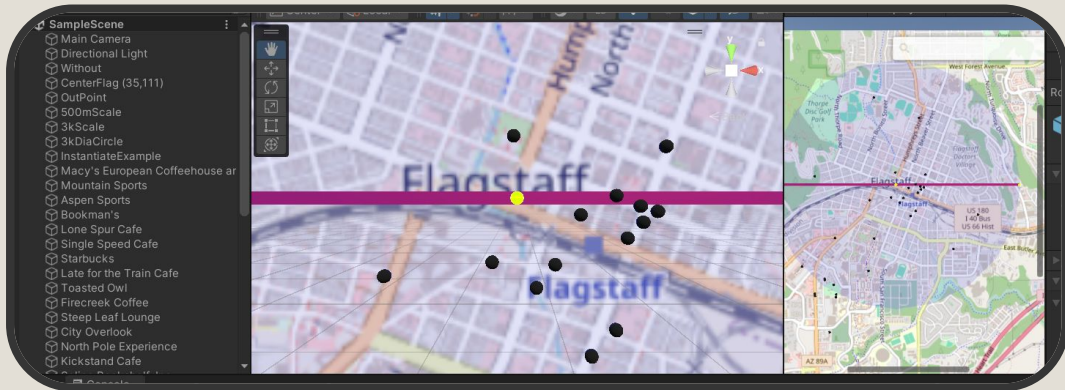
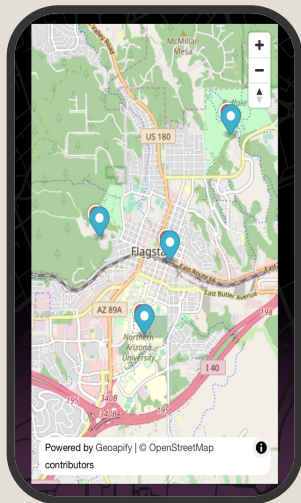
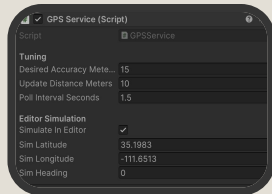
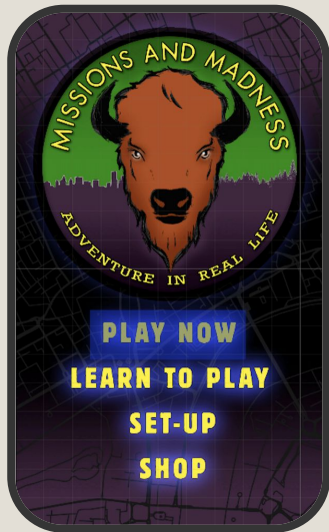
User Interface (UI) confusion

The UI is inconsistent and confusing to new users so we will work on improving it.

Solution Overview

What will Atlas Systems do to make Mission and Madness better?

1. Develop Mapping Technology with **Maps/GPS/Pathing**
2. Develop a way to Query **POI** databases
3. Rework the **UI**
4. Implement Game **Instructions** and Exercise **Tutorials**



Key Requirements



Reliable GPS across devices



Interactive map + POI integration



Secure, no personal data stored



Multi-API support for map services



Clean, responsive and modern UI



GPS



Risks and Feasibility

Potential challenge

How we'll respond

1

GPS reliability across devices

Test the GPS early across different devices as well as state the setup needed

2

Managing API rate limits and downtime


Automating database backups and use different API for the map and POI

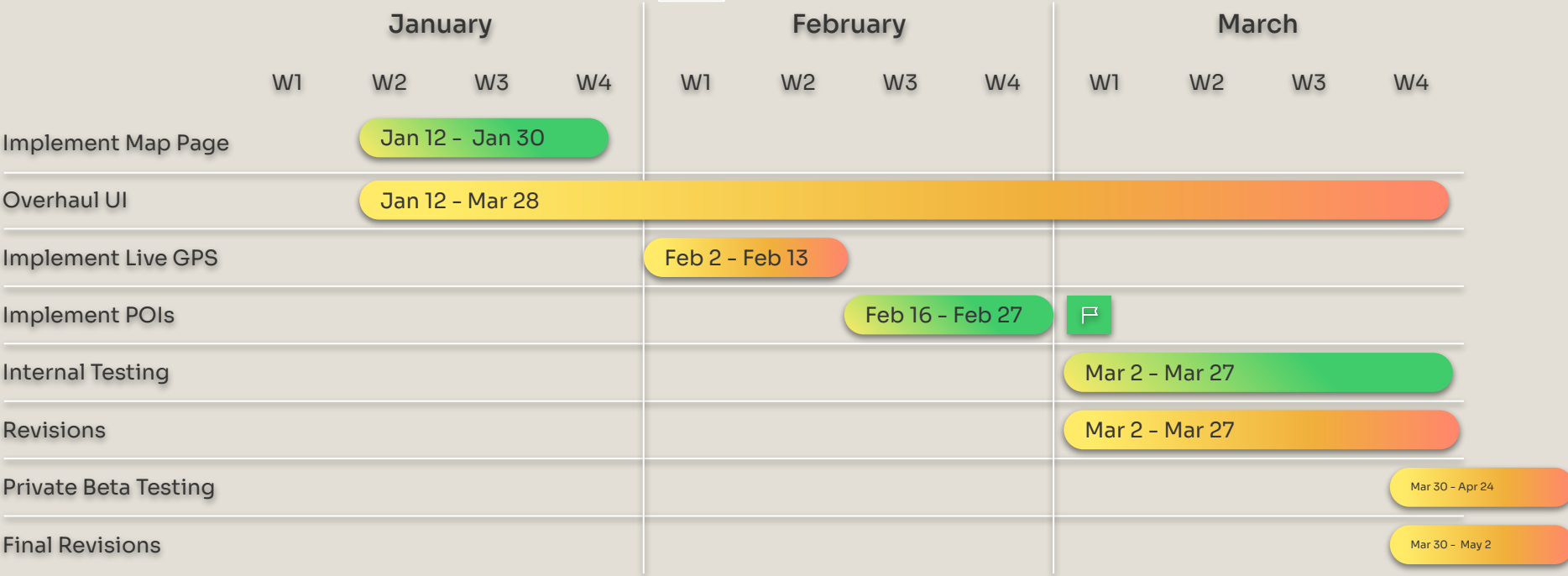
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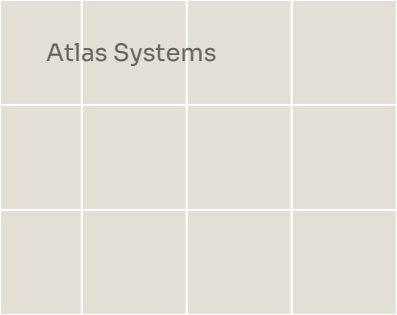
Database security and backup configuration

Won't store personal information like current location, as well as asking for permission

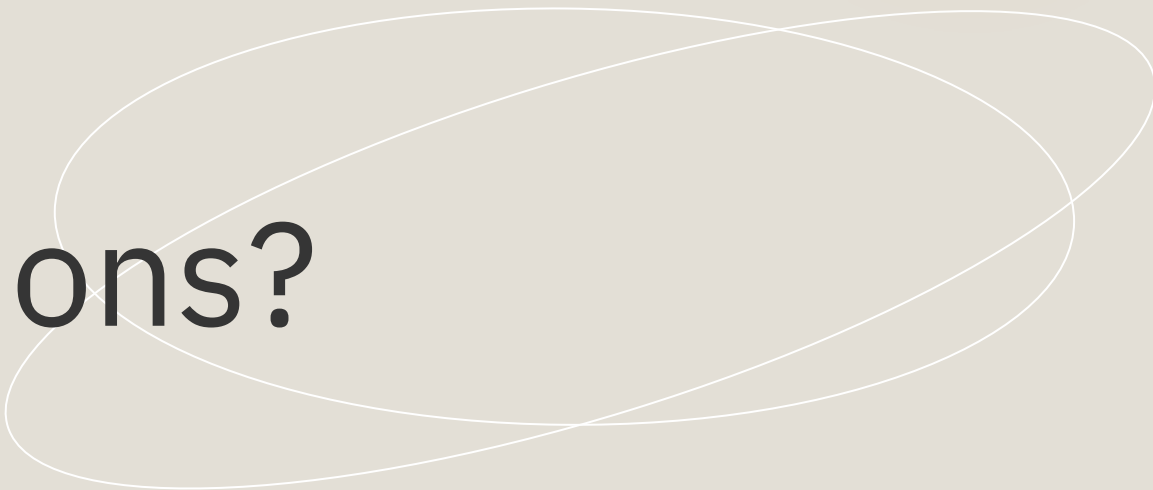
Development Schedule

 Milestone





Any Questions?





Thank you