

Missions and Madness

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Motivation & Solution

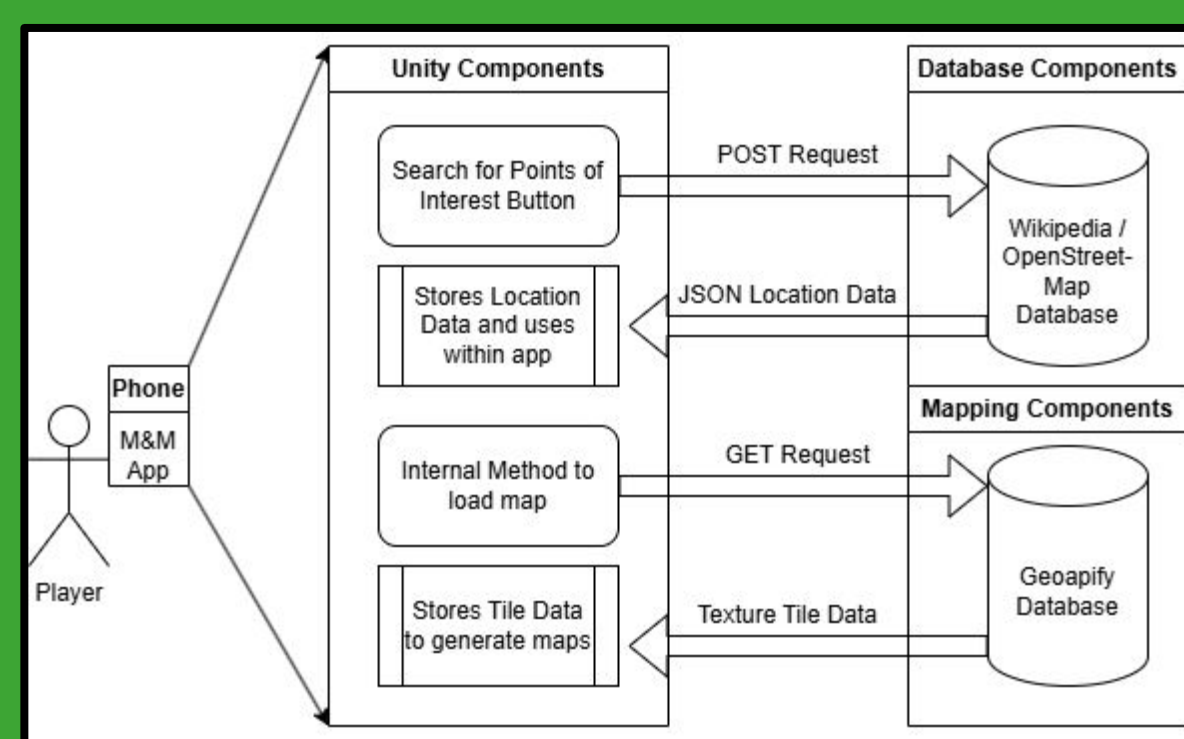
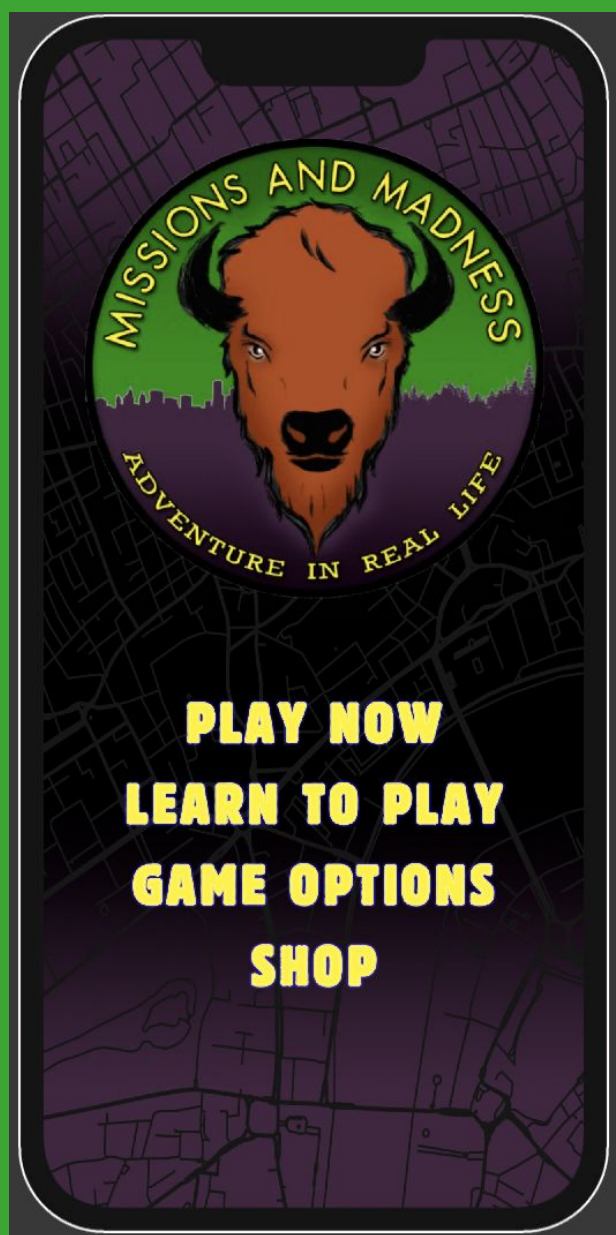


Motivation:

- Weak UX in exploration apps
- Poor navigation + clarity

Solution:

- GPS-based mission app
- POIs + improved UI



Key Features & Technology & Outcomes

Key Features

- Live GPS location
- Works anywhere in the US
- Custom Mission POIs
- Cross-platform (iOS & Android)

Key Technologies

- Unity
- Overpass Turbo
- Geoapify
- GPS

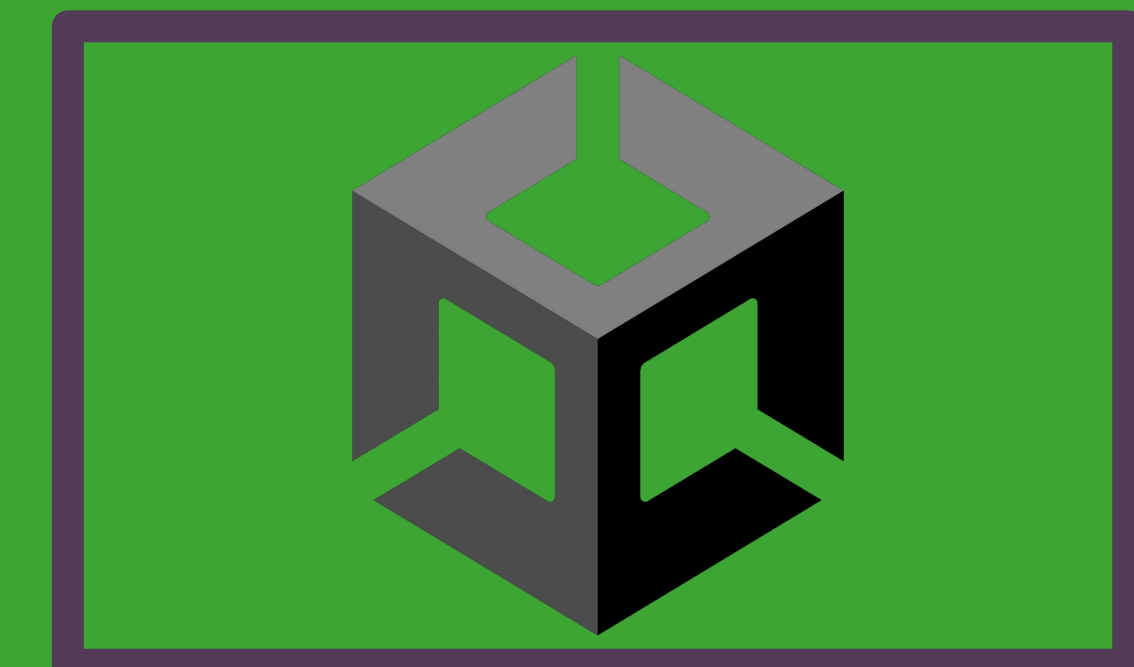
Outcomes

- Integrated POI databases
- Added mapping
- Scalable across the country



Architecture & Testing

Major 3 Components



- Unity
 - Scenes
 - Prefabs



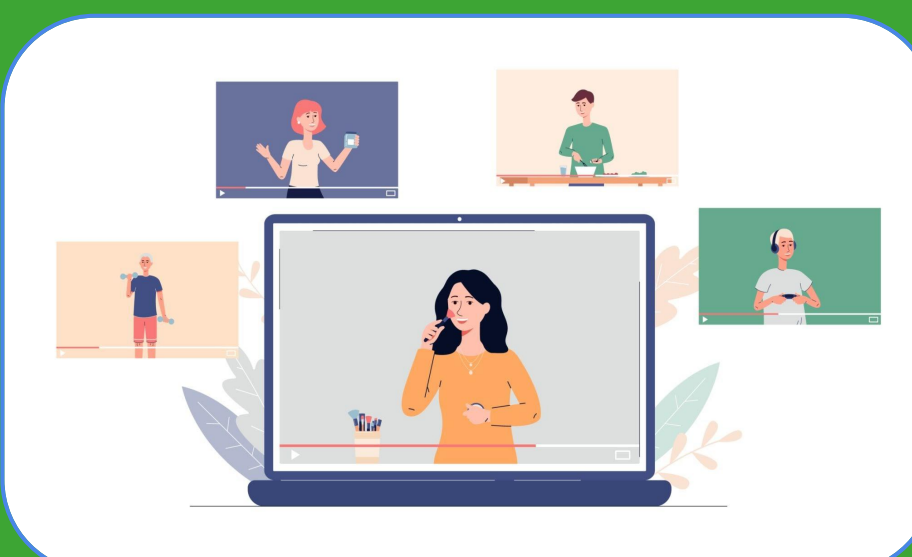
- POI Databases
 - Overpass Turbo API
 - Wikidata API



- Mapping Databases
 - Geoapify

Testing

- Internal Testing
- Revision
- Closed Beta
- Revision
- Handoff



Technical Challenges

- UI Unification
- POI Database
- GPS Management
- Including Tutorials



Future Work

- Multiplayer between phones
- Further crowdsourcing POIs to cover more cities
- Further video tutorials – exercises, instructions, and more!

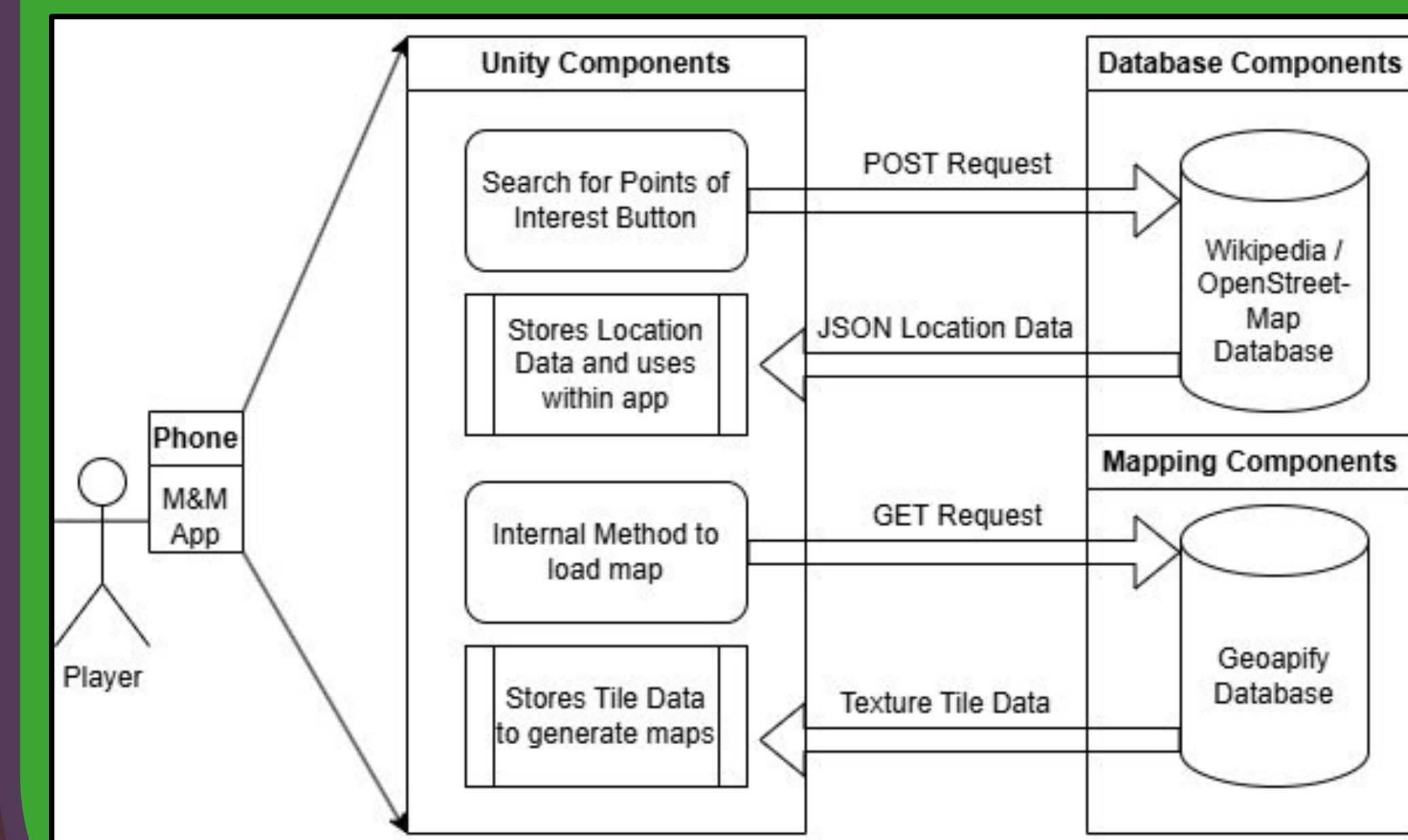
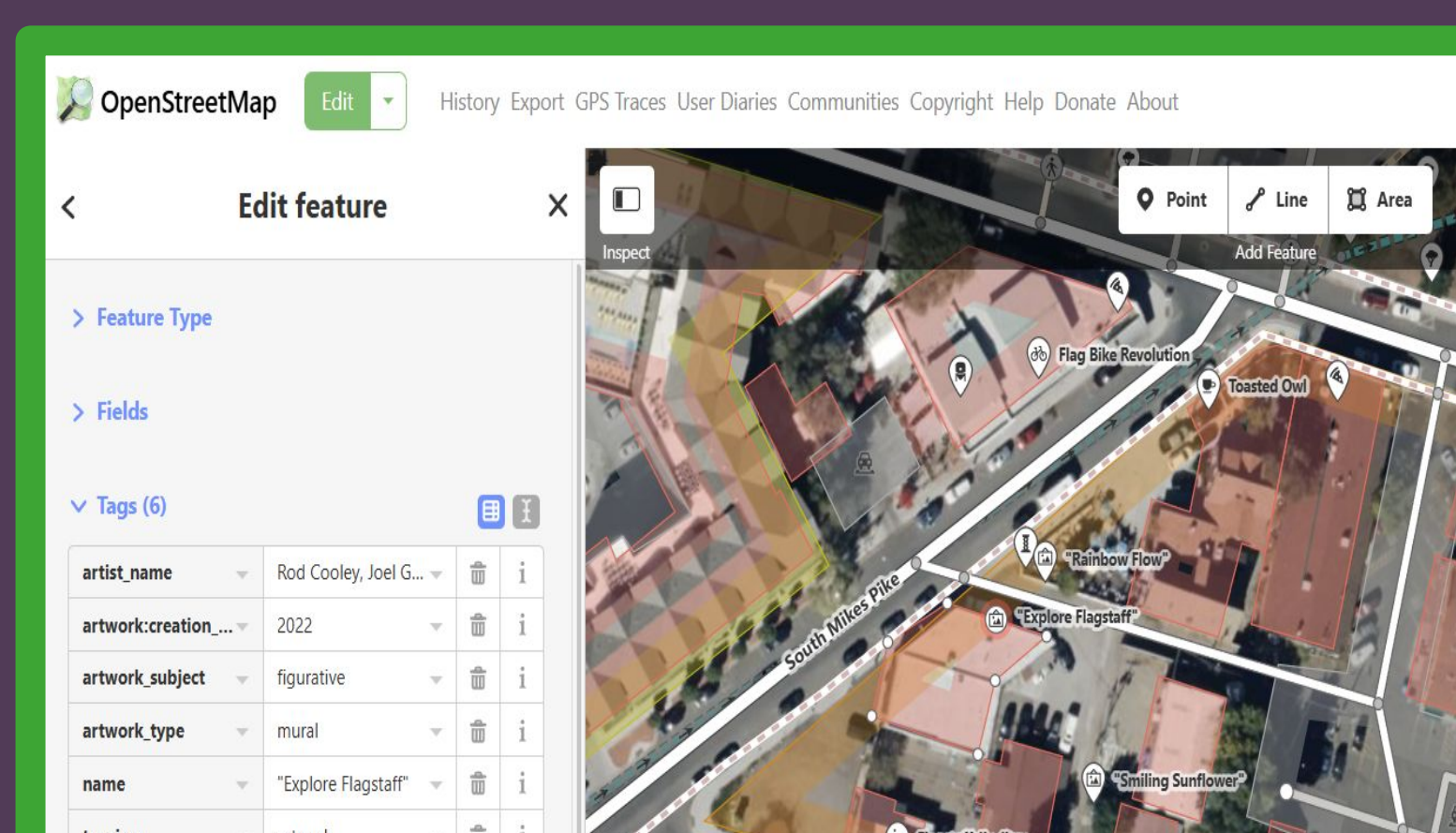
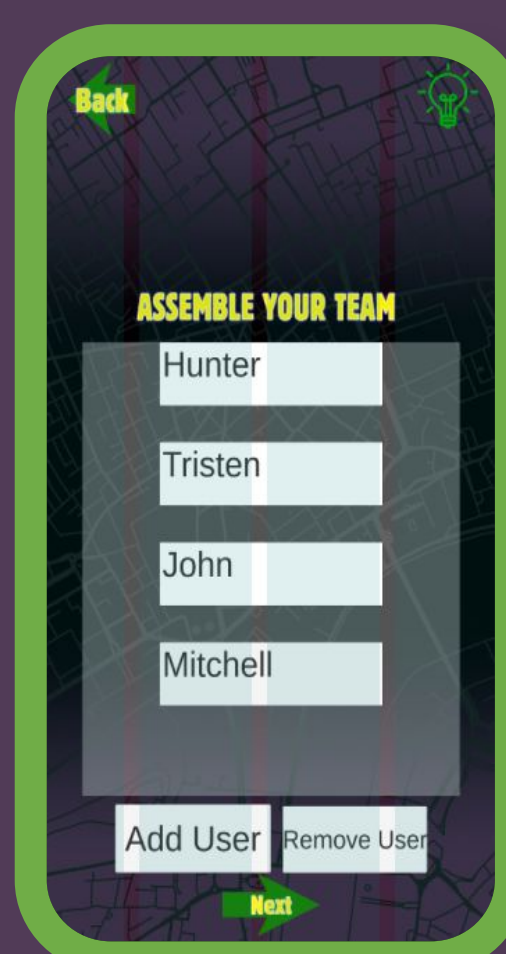


Diagram of Architecture