

## Runner Maps

Students: Jennifer Kuo, James Tagaca, Jeff Hicks Mentor: Dr. Danforth

### **Administrator Web Page**

Functionalities Implemented (from scratch):

- Basic <u>data validation</u> checks for
  - register code

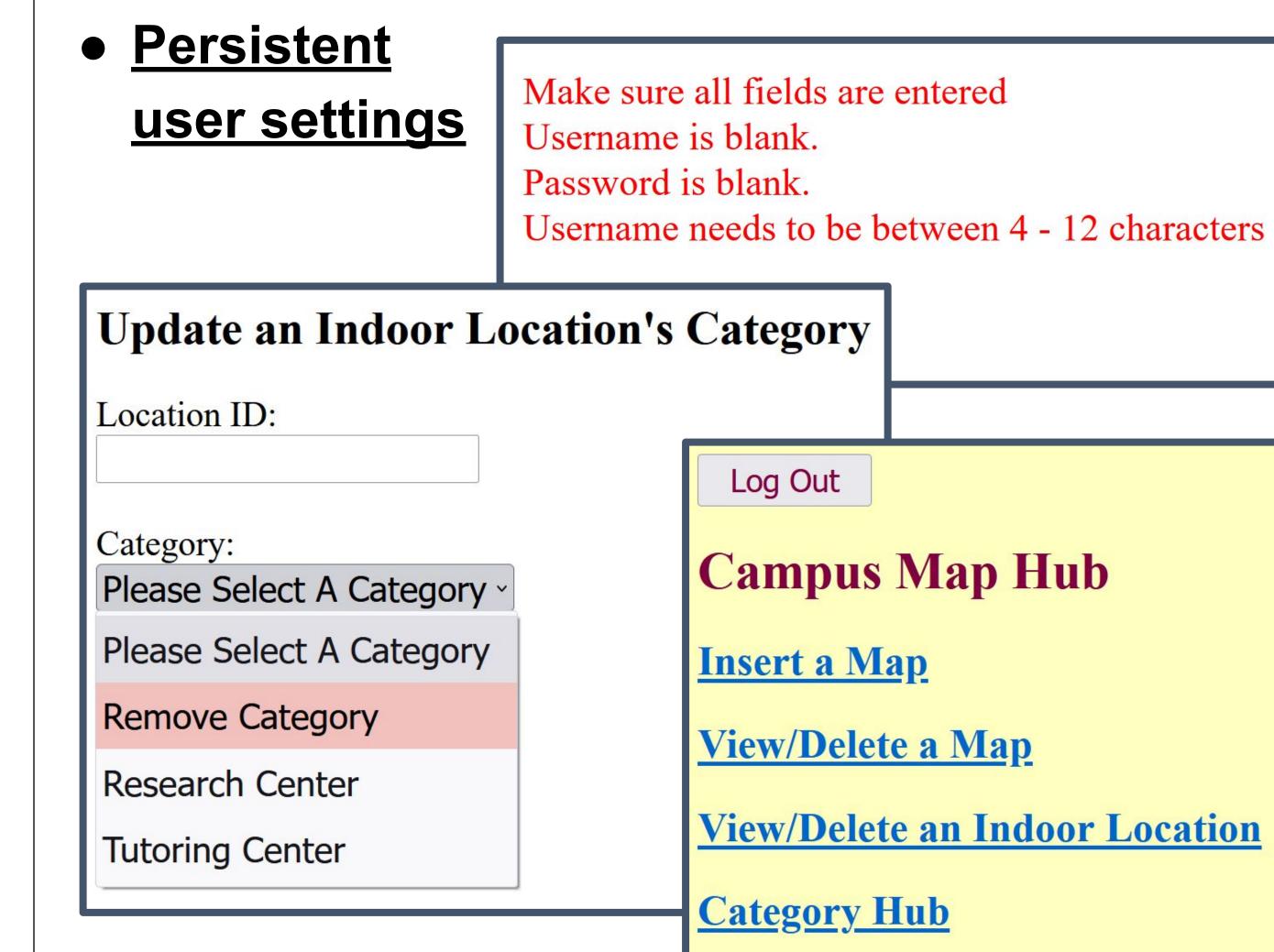
Campus Map

Science 2: floor 1

**Location ID** 

**Delete Indoor Locations** 

- blank fields / files or hijacked codes submitted
- Basic <u>user system</u>
- o register, log in, and log out
- Inserting a map via an uploaded file
- **Deleting** individual locations one by one
- Deleting an entire floor plan all at once
- Adjusting the categories for individual locations
- Create categories and rename categories

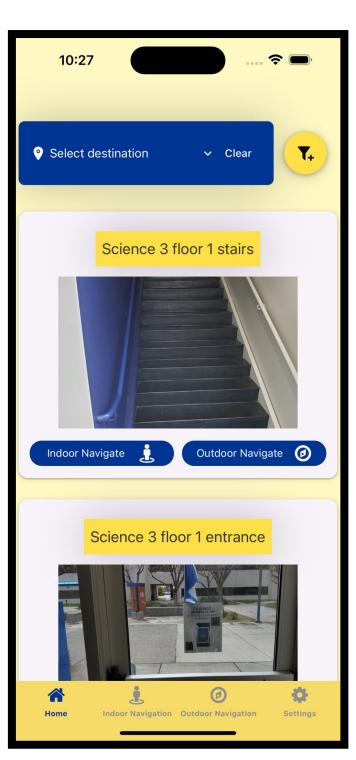


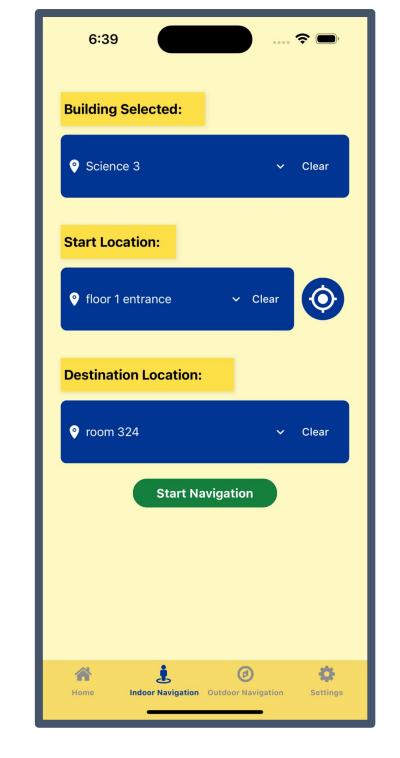
**Location Name** 

## ARE YOU LOST?

# First-Ever Solution: Indoor and Outdoor Navigation Made Easy. (IOS AND ANDROID)

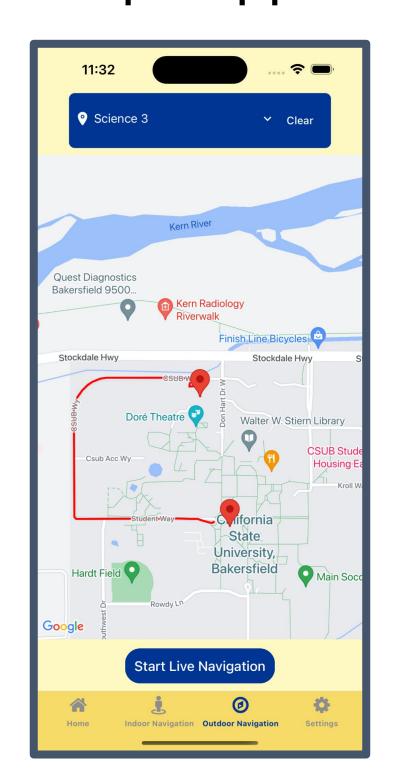






#### **Outdoor Navigation**

This feature uses Google Maps API and GPS. It fetches the user's current location, determines the closest entrance of the desired building, then maps the shortest path to the destination. It also links to the Google Maps App for live navigation.



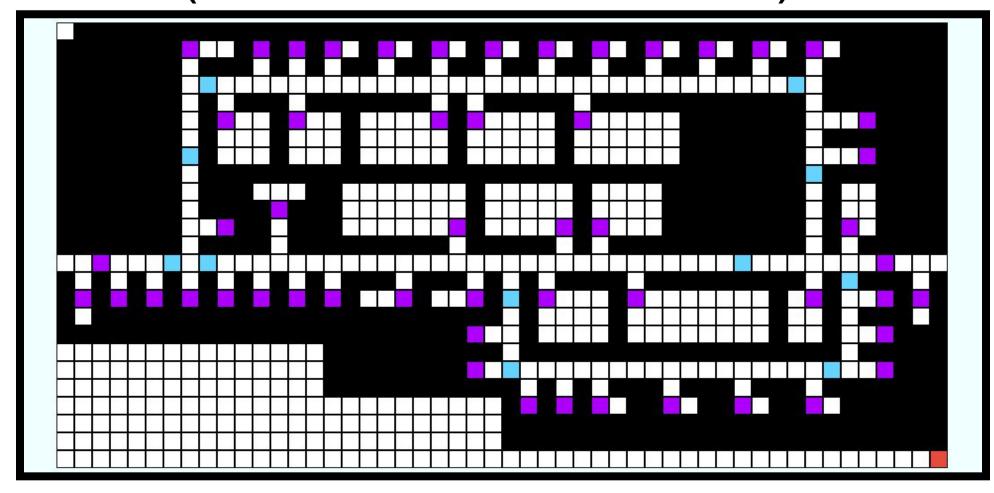
#### **Indoor Navigation**

Uses GPS to find locations. Supports navigation between different floors. Also supports sound navigation for accessibility.

#### I. Engine and Visual Designer

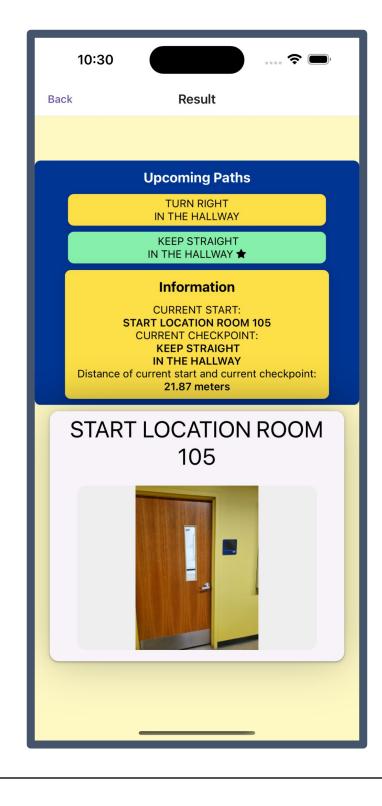
The app uses a visual grid as an engine to guarantee finding the shortest path. This engine can be extended to use with other apps. There is also a grid designer to create floor layouts more easily, making the project scalable.

(SCIENCE 3 FLOOR 2)



#### II. Result Screen

The screen shows travel instructions from checkpoint to checkpoint, indicates its distance in meters, and front loads the user with information about upcoming paths.



**User Settings** 

Service

Research Center

**Delete** 

Delete