

Goal:

The goal is to design a device that takes Apple's U1 chip and spatial awareness a step further to advance the experience of convention/conference culture. With the use of U1 Chips and existing spatial app technology, we will help with more precise navigation and greater social connectivity among consumers.

- Reach: Create a completely new device for use at large conventions (entertainment and professional based) that will
- Main: Create a detailed demo for an app that could be coded to perfection for the overall goal.
- Safety: Expanding on a pre-existing U1 and spatial awareness feature like the Apple Watch.

Final Deliverables:

By improving upon existing apps held by these gatherings, we will implement the technology of U1 chips to aid with navigation and connectivity. We will use the greater, more precise navigation by having each panel room/vendor stall within the conference hall marked with an air tag. This way, people can see both the exact direction and distance to their desired location. Additionally, we engage the more social aspect of U1 technology by encouraging those with that software on hand to meet up with one another. When by another person with the same software, a badge or marking on the app will appear. This will hopefully foster greater meetups and encourage more social interactions.

Challenges/Roadblocks:

- Time management outside of class
- Creating a product that differentiates itself from other U1 chip enabled devices and features like 'Find My,' AirDrop, etc.
- Distance and compatibility issues
- Scale of general vicinity
- Providing continuous feedback

Solutions:

- Create a detailed Google calendar of team roles for each deliverable & pre-existing responsibilities outside of NMI that may interfere. This dissolves the issue of interference arising without knowledge of team members last minute.
- Various research on the future of U1 chip capability outside of existing features

Semester Timeline:

- Brainstorm ideas/research
 - Aug. 31
 - Sept. 2- **Team role contracts due**
 - Sept. 7
- Solidify brainstorming efforts
 - Sept. 9
- Begin working on Alpha
 - Sept. 14
 - Sept. 16- **Checkpoint 1 due**
- Begin extensive work on Beta
 - Sept. 21
- Make changes to idea if needed & conduct more user research
 - Sept. 23
 - Sept. 28
- Solidify Beta deliverable
 - Sept. 30
 - Oct. 5- **Checkpoint 2 & Peer Evaluations due**
- Begin extensive work on 1.0 & real world activation
 - Oct. 7
 - Oct. 12
 - Oct. 14
- Begin working on coding* & UX map
 - Oct. 19
 - Oct. 21
- Solidify 1.0 deliverable
 - Oct. 26
 - Oct. 28- **Checkpoint 3* & Peer Evaluations Due**
- Begin considering funding & work on 1.1 & website
 - Nov. 2
 - Nov. 4
 - Nov. 9
- Work on Slam presentation & 1.1
 - Nov. 11- **Future Fund Rundown**
 - Nov. 16- **Slam Rundown**
 - Nov. 18- **Checkpoint 4**
- Work on final deliverable & SLAM stage presentation
 - Nov. 23
 - Nov. 25
- Launch/handoff/social deliverables
 - Nov. 30

- Dec. 2- **All final deliverables due**
- Dec. 7
- Dec. 11- **SLAM!**