



# Odyssey

## Demo Presentation



Group 25

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01

**Problem Definition  
& Proposed Solution**



# Problem

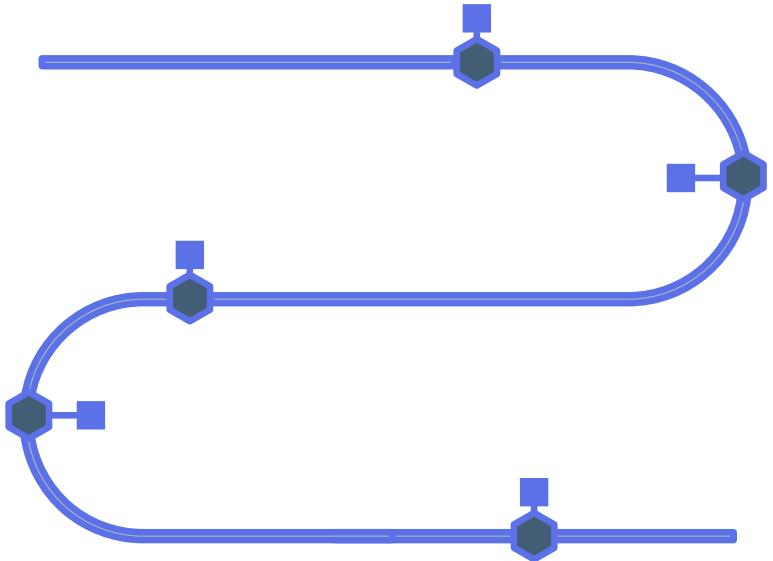
- Traditional tours are rigid, expensive, and passive
- Guidebooks and audio guides lack engagement and interactivity
- No options if city is not popular



# Proposed Solution

- Immersion through interactive tours
  - Gamification, AR overlays, gyroscope mechanics.
- AI & community-generated tours
  - Custom AI generated tours
  - Community platform
- A dynamic tour experience



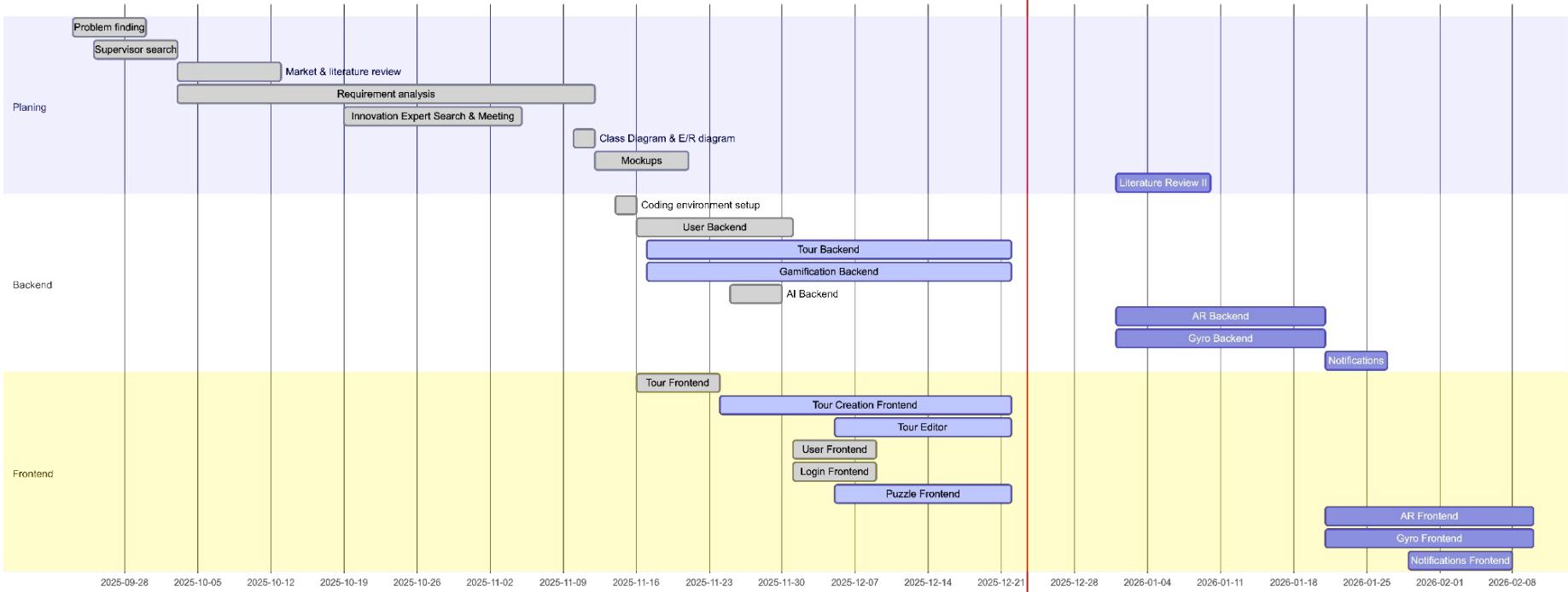


02

## Project Plan

### CS491 Oddysey 2025 Gantt Chart

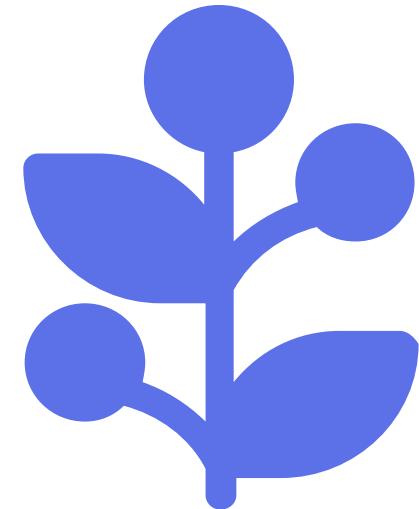
Completed  
 In progress  
 Planned



Current Day

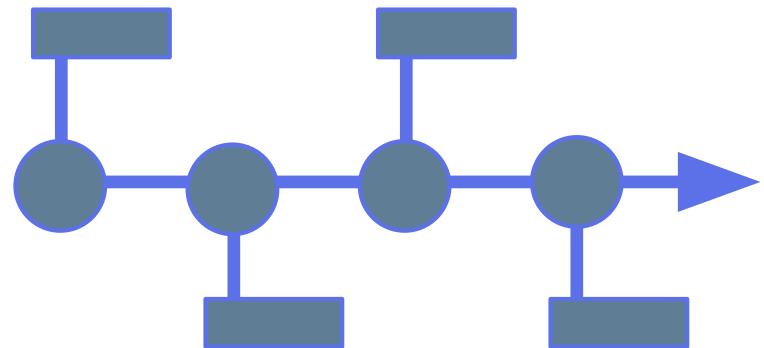
# Project Plan - Implemented

- Most of the backend APIs
- Core tour functionality
- Tour creation
- Profiles - Register/login
- Following friends



# Project Plan - Planned

- AR/Gyro puzzles
- Community Feed
- Badge Creation Frontend
- Monetization
- Friends feed
- Notification



# 03

## Product Demo

