

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

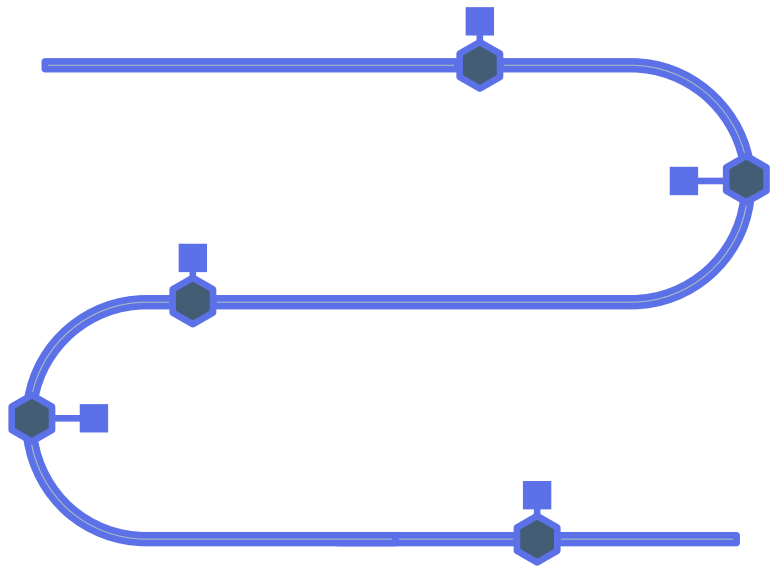


Proposed Solution



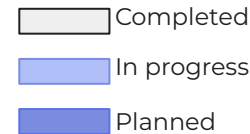
- Immersion through interactive tours
 - Gamification, AR overlays, gyroscope mechanics.
- AI & community-generated tours
 - Custom AI generated tours
 - Community platform
- A dynamic tour experience



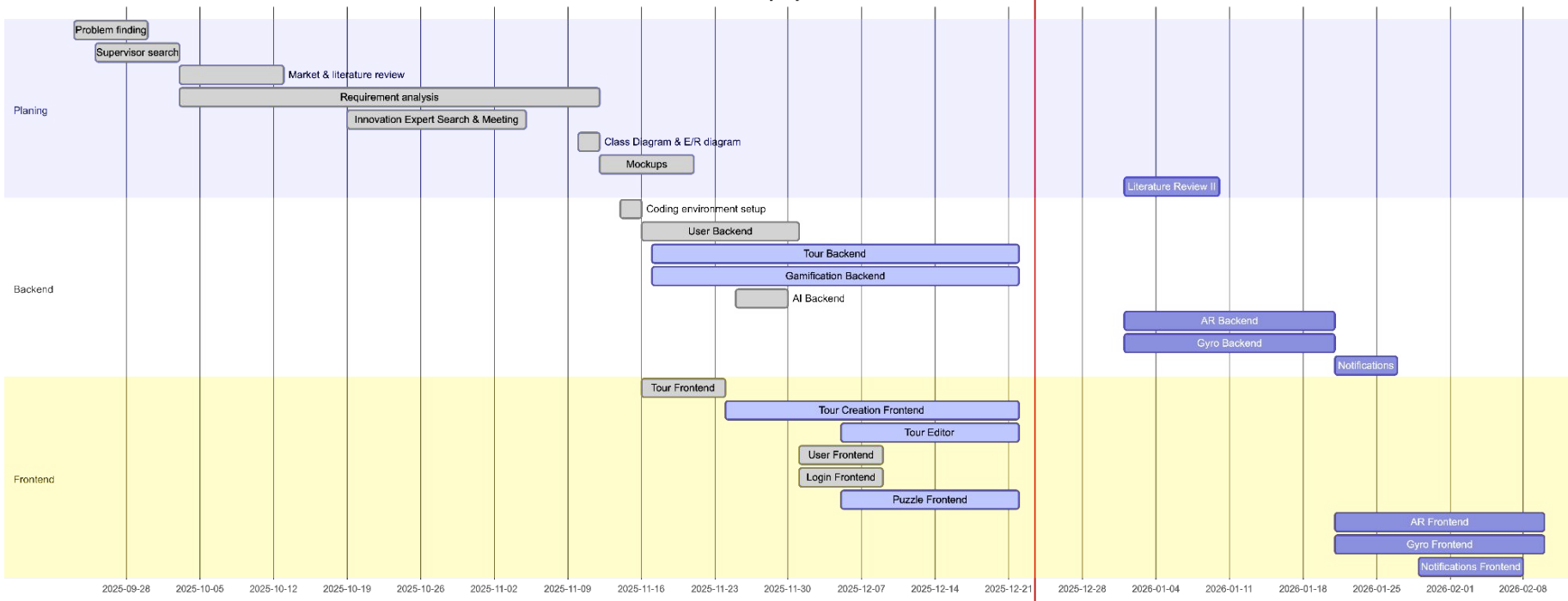


02

Project Plan



CS491 Odyssey 2025 Gantt Chart

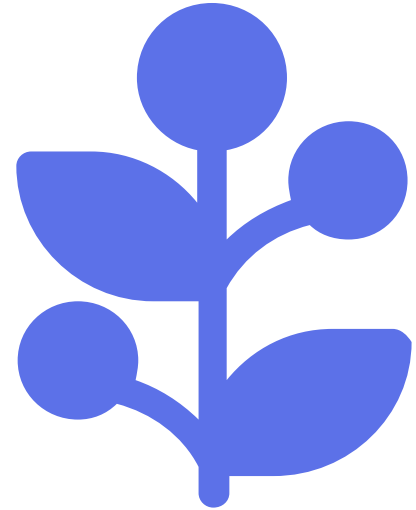


Current Day

Project Plan - Implemented



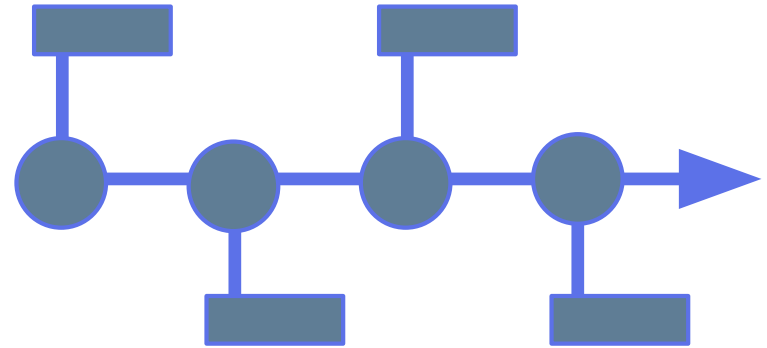
- Most of the backend APIs
- Core tour functionality
- Tour creation
- Profiles - Register/login
- Following friends



Project Plan - Planned



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



03

Product Demo

