



GeoFeel

Team



Matthias Ebner

- Fullstack



Aaron Wilhalm

- FullStack



Fabian Aster

- Embedded

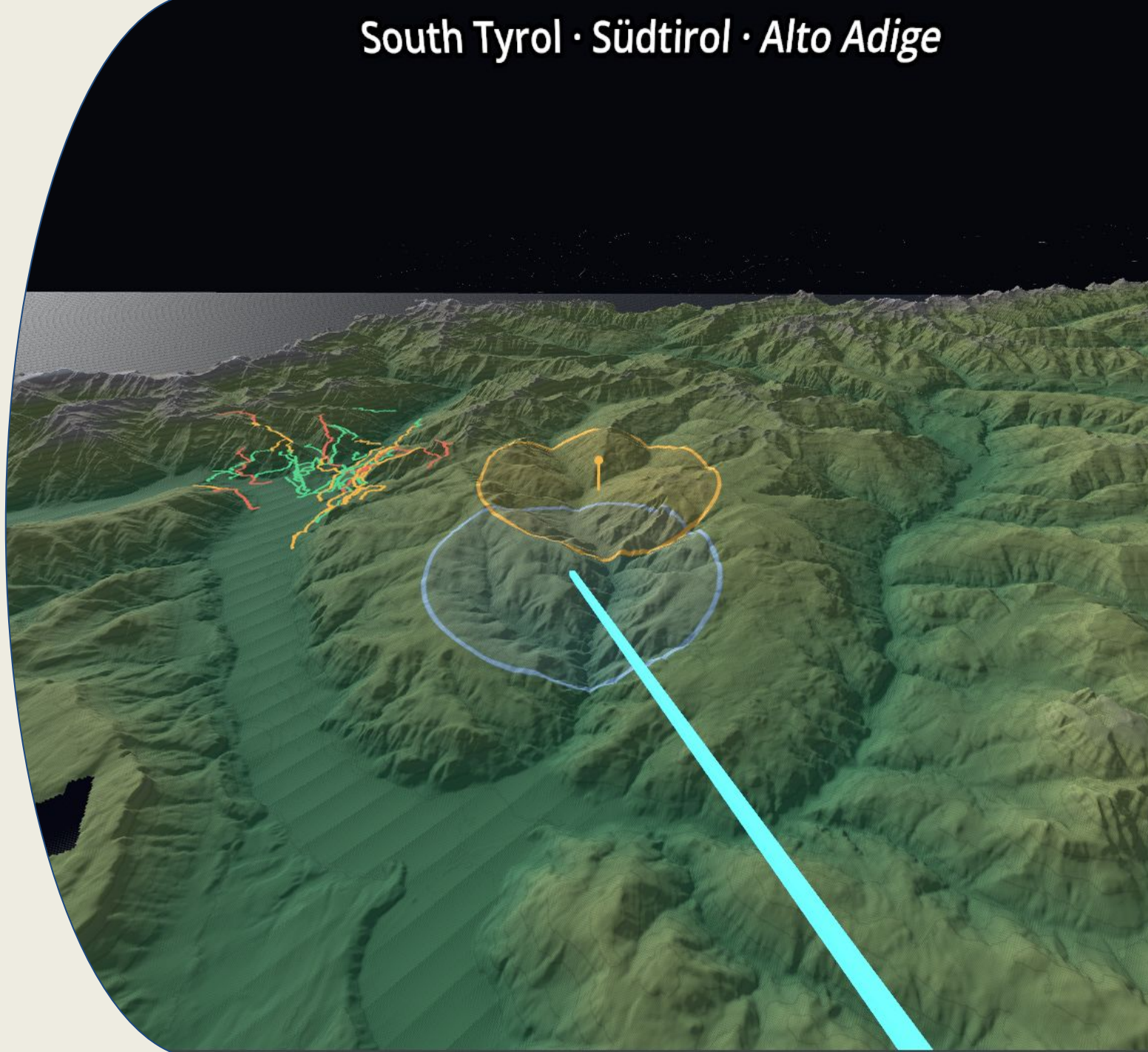


Paul Prünster

- Embedded

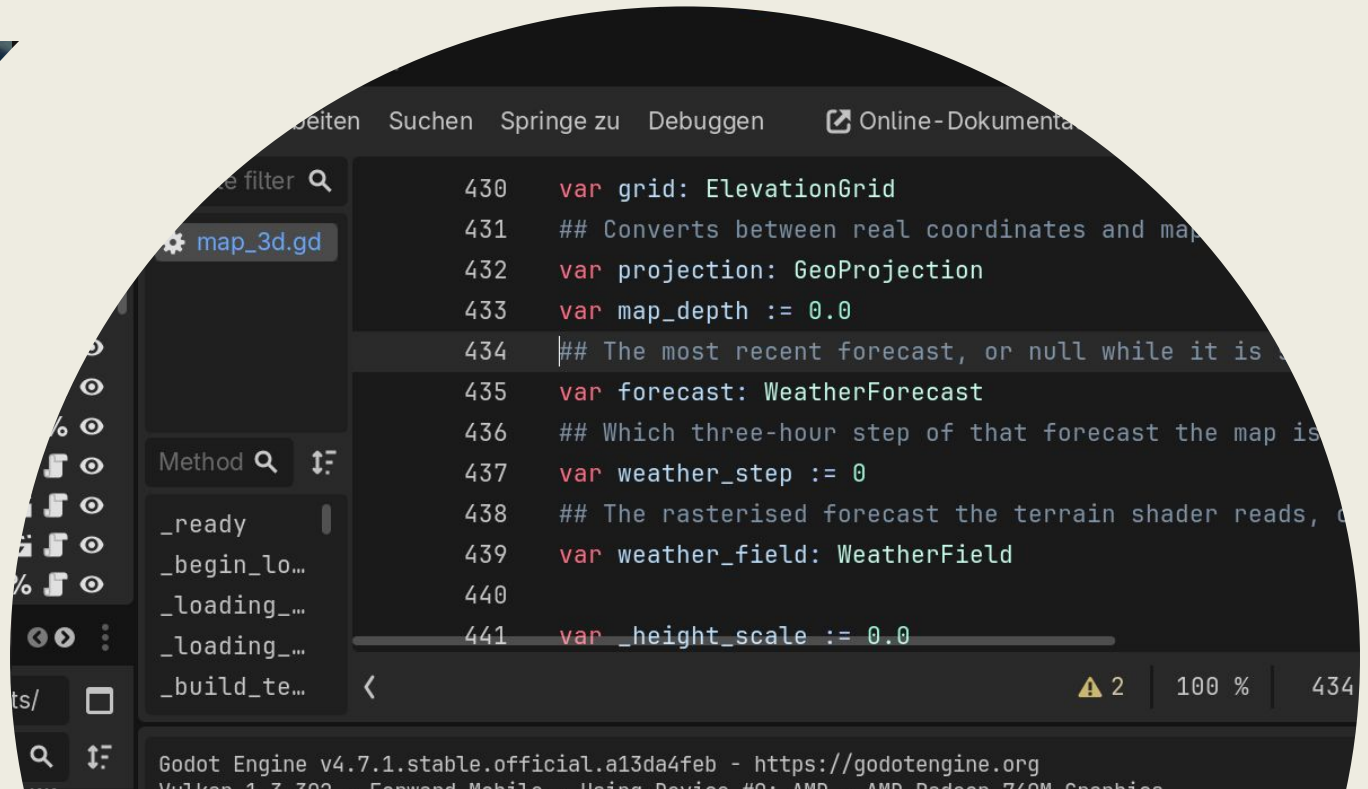
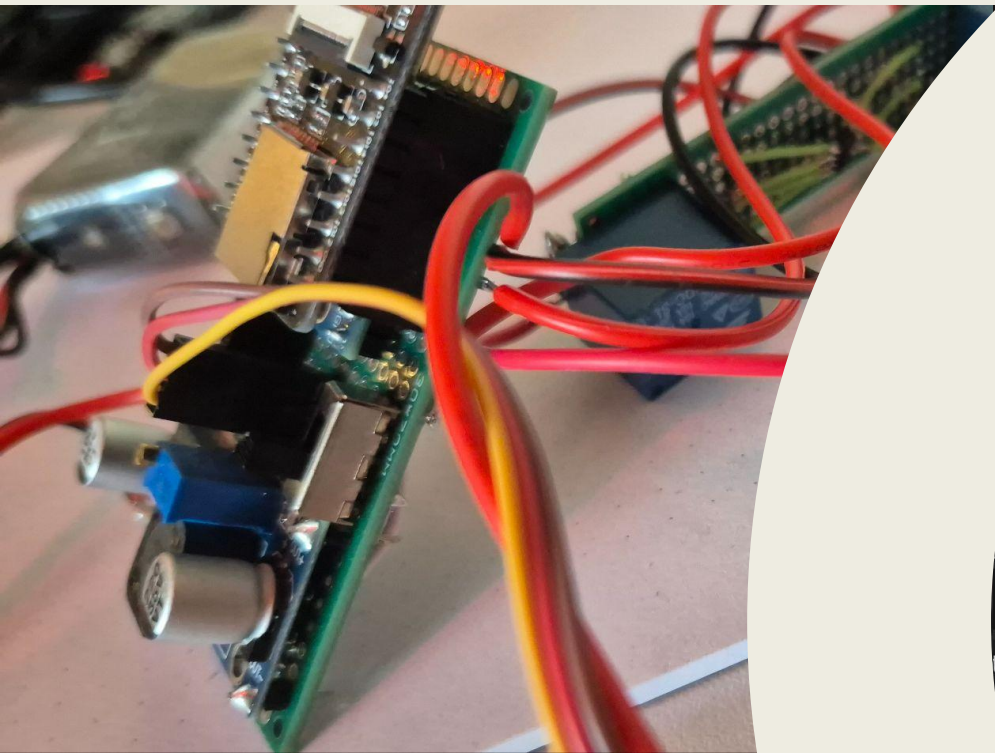
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The goal is to provide an interesting way to interact with data about our province. Mainly with the weather forecast the topography and fittingly the many paths leading along it.



How did we solve the challenges

- Use Godot to create interactive map
- Visualize OpenDataHub Data on the map
- Enhance haptic experience with a custom Hardware Controller



Demo

Key features

- Topography
- Weather forecast
 - Rain map
 - Temperature map
- Hiking routes
- Vibrating Haptic Feedback Ring