

# **GROUP 3**

## **Name of Application/Idea:**

*Battle for the 3 diamond flag*

## **Name of Students in the Group**

*Troy Halbich*

*Chavez Abbott*

*Ziggy Defreitas*

## **What problem does the mobile/ Ideas solve?**

### *1. Tourism (Exposure)*

*By depicting various landmarks in featured movies, games and video clip. person who are travelers could be attracted to these sites and be interested in visiting the landmark location.*

### *2. Education*

*There would be signs scattered throughout the terrain/map giving player a brief history of the location depicted (in this case Soufriere) in an entertaining manner.*

### *3. Entertainment*

*It allows us (locals) to enjoy our natural landmark in a way that could not be done legally or practically.*

## **How is your mobile applications/Idea innovative?**

Our ideas is innovative by implementing a natural landmark and making it marketable. In most blockbuster movies and video games, you see depiction of major developing countries landmarks. This serve as both a marketing and tourism strategy, we would like to start do the same for St.Vincent and the Grenadines.

## **Who is the target Market?**

Age: 13 and Up

Rated: E for everyone

## **How will the mobile application/idea save the Government Money and Resources?**

This idea would not save money or resources but would rather be geared at using our natural resources to generate income. It would also make our country and landmark in the virtual world or global market be more aware to aspiring traveller/visitors.