I. Recognition of the fortress and finding crucial points

- Places of gathering army
  Coordination with outside - bus stops, parkings

- Paths of easy movement
  Accessible paths while going up and while going down

- Spaces for infills and buildings for refurbishment

- Pointing out most important places
  Evaluation of their accessibility

- Measuring our strength
  Realizing what are the abilities of people

- Existing functions

- Barricades
II. Preparations...

- Getting our forces close to the City improving bus and car communication outside
- Raising war machines in the weakest points picking the places of crossing the walls
- Making allies inside the city placing elevators and other improvements in crucial spots
III. ATTACK!

• Finding a way to most valuable treasures
  choosing the route that leads to most interesting places in the city.

• Elimination of the enemies on our way
  reducing car traffic to essential minimum, eliminating obstacles, changing the pavement.

• Marking our trail
  creation of sensoric path.

• Getting into buildings
  pointing out the buildings which are accessible and the ones that have to be made accessible.

• Saving the innocent
  making sure the changes won't disturb and even improve the life of residents.
IV. Getting out right (in memories and experience)

- Exit the city and get ready to take over whole island creating the exit zone with information point, bus stop, car and bike rent

- Leaving our mark on the city introducing interesting functions involving all of the senses connected with accessible route and functions improving everyday life of citizens (shops, service points, restaurants etc.)
PHASE I

Recognition of the fortress and finding crucial points
I. Recognition of the fortress and finding crucial points

Places of gathering army

Coordination with outside - main access points, parkings
I. Recognition of the fortress and finding crucial points

Places of gathering army

public transport
I. Recognition of the fortress and finding crucial points

Paths of easy movement
Accessible paths while going up and while going down

Spaces for infills and buildings for refurbishment
I. Recognition of the fortress and finding crucial points

Pointing out most important places
evaluation of their accessibility

Other existing functions
I. Recognition of the fortress and finding crucial points

Barricades

inaccessible paths and obstacles
I. Recognition of the fortress and finding crucial points

Mesuring our strength
realizing what are the abilities of people

People with mobility problems:
- max. slope going up 8%
- max. slope going down 12%
- good pavement
- wide street
- resting places
- different eye level

People with hearing impairment:
- clear visual information
- highlighting important places with architectural design

People with visual imperment and problems with orientation:
- sensoric path with special pavement
- guiding sounds
- using smells to characterize spaces
- absence of obstacles
- guiding railings
- braille information
Let's Open City for Us!!