TERMS OF REFERENCE (TOR)

Project Title: Creation of Virtual City of Kandy

Funding Source: "Clean Sri Lanka" Program

Implementing Agency: Secretary to the Ministry of Foreign Affairs, Foreign Employment, and Tourism - (Client)

1. Introduction

The Ministry of Foreign Affairs, Foreign Employment, and Tourism, under the "Clean Sri Lanka" program is launching the Virtual City of Kandy project to digitally preserve, promote, and enhance access to Kandy's religious, historical, and cultural heritage. This project leverages immersive technologies like 3D modeling, VR (Virtual Reality), and smart tourism tools and technologies to create immersive virtual tours of key landmarks of Kandy. The initiative aligns with the national vision of promoting cultural tourism, and digital innovation.

2. Background

Kandy, a UNESCO World Heritage Site, represents Sri Lanka's cultural and spiritual heart. However, traditional tourism faces challenges due to limited accessibility, infrastructure strain, and preservation needs. Virtual Reality (VR), 3D modeling, and smart tourism tools present new opportunities to enhance visitor experience while protecting heritage assets. The Virtual City of Kandy project will act as a pilot initiative to demonstrate how digital technology can transform tourism and cultural promotion.

3. Objectives of the Contract

3.1.   Develop a comprehensive Virtual City of Kandy as a pilot initiative for cultural and tourism promotion.

3.2.   Create immersive VR experiences of historical, religious, cultural, and natural sites.

3.3.   Build multilingual, AI-assisted, interactive services for tourists.

3.4.   Promote Sri Lanka internationally as a smart, modern tourist destination.

3.5.   Ensure data privacy, cybersecurity, and technological sustainability of the platform.

4. Scope of the Project

    1   **Site Documentation & Surveying**

    1.1 Conduct detailed site surveys of all identified locations.

    1.2 Geo-tag each site with precise coordinates.

    1.3 Capture 4K photography, & videography, and aerial drone imaging and Videos.

    1.4 Include relevant Contents in English language for all sites.

    2   **Virtual Reality Experiences**

    2.1 Develop fully 360 degrees immersive VR tours in each and every 64 heritage and tourism sites within the Kandy District including photorealistic rendering of buildings, infrastructure, topography, and vegetation, as listed in Annex 01.(As listed in Annex 01)

    2.2 In Addition to 64 sites described in 2.1, Develop a fully 360 degrees immersive VR tour of Sri Dalada Maligawa, including its 20 identified components. (As Listed in Annex 02)

    2.3 Develop a 3D/AI modeling and objects as described in Annexture 03 incorporating VR tour in Sri Dalada Maligawa (As listed in Annex 03)

    2.4 Incorporate the Audio with or without Visuals relevant to the Dalada maligawa as listed in annex 04 (Annex 04).

    2.5 Apart from the Sites described in 2.1 and 2.2, Capture the special intermediate locations during the VR root in Kandy and create 360° VR and embed them into the Map. (Listed in Annex 05)

    2.6 Link Google Map to all VR-created sites, which enable the end-user to plan their own tour.

3. AI/3D Generated Storytelling

3.1.   Design and deliver immersive AI/3D storytelling experiences for two historically significant events, which duration approximately 10 minutes in each, ensuring cultural authenticity and narrative depth. (as listed in Annex 06).

3.2.   Produce accurate 3D models of selected features and objects relevant to Dalada Maligawa (as listed in Annex 03).

4.   AI-Driven Enhancements

   4.1   Develop minimum 10 AI avatars to act as digital guides at each of the 64 sites, providing contextually relevant and interactive visitor engagement.

   4.2   Instead of that Develop one specific Avatar with traditional features to VR tour of Dalada Maligawa.

   4.3   Deploy AI-Assistant tourist information services accessible across multiple platforms.

   4.4   Develop an AI chatbot to support tourists with information services, accessible across multiple platforms.

   4.5   Create and deploy a general QR code linked to the official website, to be displayed at all 64 sites.

   4.6   Develop a **mobile application** compatible to iOS and android to provide tourists with easy access to VR tours. Developed mobile app should be hosted on behalf of the client in I cloud and Google Play store and all expenditure of its hosting bearded by the Bidder.

5.   Smart Audio Guide System

   5.1.   Implement a QR enabled, location-based audio guide system.

   5.2.   Provide automated English narrations triggered by tourists' proximity at all 64 heritage sites and 20 sites within Dalada Maligawa.

6.   Technology Platforms & Infrastructure

   6.1   Design and develop user-friendly interfaces, including:

      6.1.1.   A responsive web portal with SEO enabled and regular data updating facilities.

      6.1.2.   A lightweight mobile application (Android & iOS).

   6.2   Create a general QR code for the web portal

   6.3   Ensure secure hosting solutions with scalability for future expansion.

7   Integration & Deployment

   7.1.   Interlink all developed components into a single platform.

   7.2.   Ensure smooth interoperability across devices and platforms.

   7.3.   Bidder must fix the bugs that are identified even after the system go live, Free of Charge.

   7.4.   Bidder must run an Issue Tracking System which enables the client to inform issues identified in the running system.

7.5. Web portal should be developed with a backend access to the client which enables the client to add more information in picture, video and text format on created 64 sites and 20 sites within the Dalada Maligawa Premises.

7.6. Conduct training, and handing over user credentials described to the authorized officials nominated by the Client.

7.7. Hand over all source codes, picture materials, Video materials, and other relevant all raw files to the client before final payments.

8. Cyber security

8.1 SSL Certificates, Firewall and WAF licenses should be Purchased by the Bidder on behalf of the client (Secretary of Ministry of Foreign Affairs, Florien Employment and Tourism) and licenses should be purchased to the name of client.

8.2 A suitable server Architecture should be suggested by the Bidder.

8.3 Bidder should conduct a Security Audit with SLCERT and fix all identified vulnerabilities before the system goes live.

8.4 In the event that the Web Portal and Virtual Reality (VR) sites are initially hosted within the Bidder's cloud infrastructure, and subsequently there is a requirement to migrate these sites to an alternative cloud environment suggested or specified by the client, the Bidder shall be responsible for conducting the migration process. This migration must be carried out seamlessly and at no additional cost to the client. The Bidder must ensure that all associated data, configurations, and functionalities are fully and securely transferred to the new cloud environment, maintaining service availability and integrity throughout the transition period. Any potential downtime or service interruptions should be minimized and communicated in advance to the client.

8.5. Bidder should establish a real time monitoring mechanism for monitoring network traffic, anomalies and potential breaches in VR sites as well as the web portal and prepare incident response plan specific to VR site breaches and data theft.

8.6 Bidder must keep web portal software, VR applications, and underlying operating systems updated with the latest security patches during the warranty period.

8.7. If the Bidder decides to use any third-party software or libraries related to the development of the system, the licensing costs and license expiry dates must be clearly communicated to the Client. The Bidder shall bear all licensing costs incurred during the development stage.

The project will be implemented in sequential phases:

9. PROJECT IMPLEMENTATION PHASES AND DELIVERABLES.

9.1 Phase 1 – Site Survey & Content Development

Phase	Activity No	Activities	Deliverables
Phase 01	9.1.1	Documentation of contents of 64 heritage, cultural, and natural sites (Annex 01) and 20 components of Sri Dalada Maligawa (Annex 02).	Completed con report by recommen Schoor's through bidder.
	9.1.2	Conduct detailed site surveys of all identified locations in (Annexure 01 and Annexure 02)	Provide two sur reports with mapping
	9.1.3	Geo-tag each site with precise coordinates and validate site content.	Provide Geo-tagging dataset
	9.1.4	Design and development of website with templates and submission of DSRS document.	Draft front-end/back end design + DSRS

9.2 Phase 2 – VR Content Development

Phas	Activit No	Activities	Deliverables
Phase 02	9.2.1	Develop fully 360^0 immersive VR tours of Sri Dalada Maligawa (20 components – Annex 02).	Provide completed VR tour of Dalada Maligawa and incorporate with website.
	9.2.2	Link Google Maps to all of 20 VR-created sites for user-customized tours.	Provide an Interactive Google Ma for confirmation.
	9.2.3	Produce accurate 3D /AI models of list out features and objects in Dalada Maligawa (Annex 03).	Provide completed 3D model libra with VR tour in Falada Maligawa.
	9.2.4	4K videos and photo images with drone images of outside buildings all 20 Dalada Maligawa components . embedded in to the website.	Provide a website with 4K videos and photo images with drone imag of 20 components of Dalada maligawa and incorporate with website.
	9.2.5	Audio Recordings and Events relevant to Dalada Maligawa (listed in Annexture 04)	Provide with Website

9.3 Phase 3 – VR creation in Kandy

Phase	Activity	Activities	Deliverables
Phase 03	9.3.1	Develop fully immersive 360° VR tours of 50% of total sites listed in Annexture 01 in Kandy District, including photorealistic details of buildings, landscapes , and cultural heritage. (listed in Annexure 01)	Complete VR of 50% of total sites v fully rendered environments incorporate with website
	9.3.2	Develop fully immersive 360° VR tours of 50% of total sites listed in Annexture 01 in Kandy District, including photorealistic details of buildings, landscapes, and cultural heritage. (listed in Annexure 01)	Complete VR of 50 % of total s with fully rendered environments incorporate with website
	9.3.3	Capture 4K photography & videography with aerial drone imaging and create website with each 64 sites	Provide complete website with all sites
	9.3.4	Capture important intermediate locations during transit and add them as 360-degree VR segments (Annex 05).	Provide Additional VR 360° segm in the Map and incorporate v website

9.4 Phase 4 – AI-Driven Enhancements

Phase	Activity	Activities	Deliverables
Phase 04	9.4.1	Design and deliver immersive AI-generated storytelli for two historic events (Annex 06).	Provide Audio-Visual story on website w Interactive storytelling
	9.4.2	Develop AI-based Virtual Assistant and avatars to act digital guides at each of the 64 sites and 20 compone in Sri Dalada Maligawa.	Provide Virtual Assistant and AI Avatars integrated into the website.
	9.4.3	Deploy AI-assisted tourist information services acros the platforms.	Cross-platform AI Assistant services.
	9.4.4	Implement, location-based audio guide system.	Provide Smart audio guide system incorporate with all 64 sites and 20 Sites Sri Dalada Maligawa.
	9.4.5	Provide automated English narrations triggered by proximity at all 64 sites and 20 Dalada Maligawa components.	English narration system
	9.4.6	Provide automated English narrations to support visually impaired people, triggered by proximity at all 64 sites and 20 Dalada Maligawa components.	English narration system Should be available in website.

9.5 Phase 5 – Platform Development & Hosting

Phase	Activity	Activities	Deliverables
Phase 05	9.5.1	Create general QR codes for the web portal, to be displayed at sites.	QR codes on permanent displays
	9.5.2	Interlink all developed VR/AI components into a single platform.	Integrated platform
	9.5.3	Provide suitable Hosting facility and server architecture.	Hosting deployment
	9.5.4	Provide backend CMS (Content Management System) access for client to update site information and provide user training.	Backend access enabled
	9.5.5	Bidder to run an Issue Tracking System for client-reported bugs and issues.	Active bug-tracking system

9.6 Phase 6 – Cybersecurity & Final Deliverables

Phase	Activity	Activities	Deliverables
Phase 06	9.6.1	Purchase SSL certificates, firewall, and WAF licenses on behalf of the client.	Active security licenses in client name
	9.6.2	Conduct a security audit by SLCERT and fix vulnerabilities before go-live.	Security audit compliance report
	9.6.3	Establish real-time monitoring of traffic, anomalies, and breaches with an incident response plan.	Monitoring dashboard & incident plan through Google analytic
	9.6.4	Fully functional interactive Google Map integrated with site tours.	Final interactive map
	9.6.5	Virtual City of Kandy (64 sites) and Dalada Maligawa digital twin.	Digital twin of Kandy + Dalada Maligawa
	9.6.6	Final web portal and mobile app Incorporate all 4K videos and photo images with drone images of outside buildings all 20 Dalada Maligawa components. Capture 4K photography & videography with aerial drone imaging and create website with	Final deployed platforms and mobile with compatibility to

Phase	Activity	Activities	Deliverables
		each 64 sites important intermediate locations during transit and add them as 360-degree VR segments, and Voice Narrator to assist visually impaired people.	app iOS and Android systems
	9.6.7	VR experiences and immersive 3D storytelling content.	Complete VR content library
	9.6.8	Hand over all image files, video files, and web source code and other relevant documents.	Acceptance of a
	9.6.9	Conduct User Acceptance Testing (UAT)	Passed UAT
	9.6.10	Sign off Service Level Agreement and MOU and AMC (Annual Maintenance Contract)	Sign off agreements
	9.6.11	The VR and Chatbot solutions, managed by the bidder, are delivered a serverless, fully managed services on advanced infrastructure not clie operated.	

10. Duration: 2 months

- Phase 1: 4 weeks
- Phase 2: 5 weeks
- Phase 3: 6 weeks
- Phase 4: 6 weeks
- Phase 5: 5 weeks
- Phase 6: 4 weeks

All works should be completed within two months period from the date of signing of the contract agreement..

11. Reporting:

- Monthly status reports.
- UAT sign-off at end of each phase.
- Final completion report.

12. Services and Facilities Provided

12.1 **Ministry of Tourism**: Site access, cultural validation, expert nominations, stakeholder coordination and payments.
12.2 **Ministry of Digital Economy**: Digital governance, Lanka Government Cloud hosting, cybersecurity support.
12.3 **Steering Committee**: expert validation, and progress monitoring.
12.4 **Ministry Consultant Procurement Committee**: All Procurement matters in the procurement process, EOI & RFP Evaluation, Financial Evaluation,
12.5 milestone Physical progress of the milestone and approvals to the financial payments Should be done by the Separate Committee appointed by the client.

13. Review Committees and Procedures

13.1 Monthly Steering Committee meetings.

13.2 Technical verification by Ministry of Digital Economy at milestone completion.

13.3 UAT-based approvals at the end of each phase.

14 Milestone and Payment Structure:

Milestones	Payment percentage	
Milestone 01	Completion of Phase 01 –	05%
Milestone 02	Completion of Phases 2 –	15%
Milestone 03	Completion of 50% of Phases 3 -	17.5%
Milestone 03	Completion of 50% of Phases 3 -	17.5 %
Milestone 05	Completion of Phases 4 -	32%
Milestone 06	Completion of Phases 5 -	06%
Milestone 07	Completion of Phases 6 -	07%

A mobilization advance of 10% will be released at project start, recovered across milestone payments.

15 Budget and Financial Arrangements

15.1 Estimated total cost: Rs. 49 million.

15.2 Budget tied to physical deliverables and phased payments.

15.3 Periodically financial and technical progress reports required.

16   Risk Mitigation and Compliance

16.1 Cybersecurity measures, data privacy protocols, and secure hosting.

16.2 Cultural and religious sensitivity validation for digital content.

16.3 Compliance with national ICT, tourism, and heritage protection policies.

17   Intellectual Property Rights

All digital contents of Images, Videos, all 3D and AI products, web portals, VR productions, and related assets shall remain the property of the Section of Tourism of Ministry of Foreign Affairs, Foreign Employment, and Tourism.

18   Annexes

- **Annex 01** – Including 64 sites of Master List in Kandy.
- **Annex 02** – Dalada Maligawa Priority 20 Items.
- **Annex 03** – 3D models to be created in VR
- **Annex 04** – Audio Recordings and Events.
- **Annex 05** – Inter street 360 Degrees sites
- **Annex 06** - AI/3D Storytelling stories.

IDENTIFIED SITES IN KANDY CITY AND SURROUNDING AREAS

A. **Religious and Heritage Sites (Major)**

1. Asgiriya Maha Viharaya
2. Malwathu Maha Viharaya
3. Bahirawakanda Vihara Buddha Statue
4. Degaldoruwa Raja Maha Viharaya
5. Lankathilaka Raja Maha Viharaya (Pilimatalawe)
6. Gadaladeniya Viharaya (Pilimatalawe)
7. Embekke Devalaya (famous for wood carvings)
8. Hindagala Viharaya (ancient cave temple) near Peradeniya
9. Galmaduwa Viharaya (Kundasale) _ Diya kapeema
10. Nelligala Internatoinal Buddhist Centre.and Viewpoint
11. Balagolla Viharaya – Kundasale.
12. Gatambe Temple.
13. Gedige Temple, Asgiriya, Kandy.
14. Wijesundararamaya Temple, Asgiriya, Kandy.
15. Sandagiri Seeya, Hanthana
16. Dodanwala Dewalaya. (Natha Devalaya)
17. Suriyagoda Tam Viharaya
18. Medawala temple.
19. Dambagalla Raja Maha Viharaya
20. Gangarama Temple (Lewella) –(Ancient Wall Paintings)
21. Bambaragala Raja Maha Viharaya (Digana)
22. Sagama Raja maha Viharaya _ Patha Hewaheta
23. Pasgama Raja Maha Viharaya
24. Ranawana Purana Rajamaha Viharaya (with giant Buddha walk-through statues)
25. Rama Viharaya - Udawaththa
26. Sella Vinayagar Hindu Kovil, Kandy
27. St. Paul's Church Kandy (near Temple)
28. Red Mosque Kandy

B. **Gardens, Parks, and Natural Attractions**

    29. Royal Botanical Gardens, Peradeniya

    30. Royal Palace Park

    31. Katusu Konda (Hanthana hiking trail) for Birds watching sites

    32. Bambaraella Nature trail.

    33. Galaha Forest and Waterfall Route

    34. Dunumadalawa Forest Reserve

C. **Museums and Cultural Centers**.

    35. Ceylon Tea Museum (Hanthana)

    36. Giragama Tea Estate

    37. Lulkadura Estate (James Tailor) –(Kondagala Mountain)

    38. Hanthana Tea Estate Trails

    39. Tea Research Institute Mini Museum (Galaha Tea Research Station)

D. **Historical and Colonial Buildings**

    40. Queens Hotel Kandy (colonial era)

    41. Kandy Railway Station (British colonial architecture)

    42. Bogambara Prison (Old site) (future tourism potential)

    43. Kadugannawa Railway museum.

    44. Old kadugannawa tunnel

E. **Other Important Attractions**

    45. Kandy View Point (Upper Lake Drive)

    46. Wales Park (Royal Palace Park)

    47. Gem Museum Kandy

    48. Batik Factory and Handicraft shops -Kandy

    49. Kandy City Centre (KCC)

    50. Kandy Central market.

    51. Raja peella.- Kandy

    52. Victoria Golf Ground, Digana

    53. Brass wares in Pilimathalawa.

    54. Ampitiya Crafts and organic Goods market.

    55. Gal Ambalam in Pasgama

56. Ambuluwawa Bio diversity complex.

57. Kadugannawa Pass Viewpoint

58. Trinity Collage Chapel – Kandy

F. Minor/Secondary Sites (but important for local flavor)

59. Commonwealth War Cemetery (Kandy) (Garizen Cemetery).

60. Kandy Art association and Cultural Centre (Traditional Dancing's)

61. Balana Fort (Kadugannawa)

G. Water falls.

62. Sari Ella – Panwila

63. Jodu Ella – Watthegama

64. Deanston Mini World's End & View Point

THE ITEMS SPECIFICALLY BELONGING TO OR DIRECTLY ASSOCIATED WITH SRI DALADA MALIGAWA (TEMPLE OF THE SACRED TOOTH RELIC)

A. **PRIMARY RELIGIOUS & HISTORICAL SITE**
   1. Sri Dalada Maligawa – The world Heritage Site .

B. **ASSOCIATED SHRINES & SATHARA DEVALAS**
   2. Sathara Maha Devalaya – Four major devalas linked to the Temple of the Tooth Relic:
        a. Natha Devalaya – The oldest of the four.
        b. Vishnu Devalaya
        c. Katharagama Devalaya
        d. Pattini Devalaya
   3. Magul Maduwa (Audience Hall) – Part of the Maligawa complex, where the Kandyan Convention was signed.
   4. Paththirippuwa (Octagonal Pavilion) – Originally a royal viewing area, now an integral part of the Dalada Maligawa.

C. **STRUCTURES & BUILDINGS WITHIN THE DALADA MALIGAWA COMPLEX**

   5. Palle Vahale (Queens' Palace) – Historically used as the residence for the queens of the Kandyan kingdom, now part of the Maligawa.
   6. Mahamaluwa – The open courtyard in front of the temple, where national ceremonies and gatherings take place.
   7. Aluth Maligawa – A newer section of the Dalada Maligawa complex, housing Buddhist statues and exhibits.
   8. Handun Kunama – The inner chamber where the Sacred Tooth Relic is enshrined.
   9. Pattirippuwa Library – Houses ancient Buddhist manuscripts and records of the Maligawa.

D. **CEREMONIAL & PROCESSIONAL ELEMENTS**

   10. Dalada Maligawa Hewisi Mandapaya (Drumming Hall) – The place where traditional drummers perform daily rituals.
   11. Sri Dalada Maligawa Perahera Karanduwa (Golden Casket) – The sacred casket used to carry the Tooth Relic during the Esala Perahera.
   12. The Esala Perahera Grounds – The main area in Kandy where the annual Esala Perahera (Grand Procession) takes place, organized by the Dalada Maligawa.

E. **NATURAL & SCENIC LOCATIONS**

13. Kandy Lake & Walakulu Bamma – Built by King Sri Wickrama Rajasinghe, located next to the Dalada Maligawa and closely associated with it.

F. Museums.

14. Old Royal Palace Complex – The former residence of Kandyan kings, now partly integrated into the Maligawa premises.
15. International Museum.
16. Kandy National Museum – Houses relics and artifacts related to Dalada Maligawa and Kandyan heritage.
17. Raja Tusker Museum – A museum within the Maligawa complex, dedicated to "Raja," the famous tusker who carried the Sacred Tooth Relic casket during the Esala Perahera.
18. Sri Dalada Museum – Displays historical artifacts, gifts, and relics associated with the Temple of the Tooth Relic.
19. Wax Museum - Kandy
20. Open area Museum.

ANNEX -03

3D/AI MODDLEING AND OBJECTS NEED TO CREATE.

3.1. Sri Dalada Wahanse with its case.
3.2. Chamber of the Dalada Wahanse
3.3. Raja Tusker with royal cloths in Dalada perahera

ANNEX -04

AUDIO RECORDINGS WITH RELEVANT VIDEO PRESENTATION.

3.4. Traditional Drumming (Hevisi): For cultural immersion and background sound.
3.5. Chants and Prayers**: Pirith, Gatha**, and recitations from temple rituals.

INTERMEDIATE LOCATIONS DURING TRANSIT TO 360-DEGREE VR SEGMENTS.

Within Kandy City City

1. Kandy Clock Tower Roundabout

2. Bogambara Grounds / Old Prison Wall – colonial + modern mix.

Kandy → Peradeniya Corridor (towards Botanical Gardens, Hindagala, Hanthana)

3. University of Peradeniya entrance

4. Katugastota Bridge over Mahaweli River

5. Hanthana Road Viewpoint Curve – tea estates + city in backdrop.

Pilimathalawa Cluster Route (towards Gadaladeniya, Embekke, Lankathilaka)

6. Ambalama Rest Stop (Pilimathalawa)

7. Gadaladeniya Road Paddy Fields

8. Gal Ambalama – Aruthepola , Pasgama

9. Devil's Bridge in Peradeniya.

10. Embekke Temple Road Tree Tunnel – photogenic shaded approach.

Kandy → Kadugannawa Corridor (towards Dawson Tower, Railway Museum)

11. Kadugannawa Rock Tunnel

12. Balana Pass Lookout

13. Dawson Tower Forecourt

14. Wictoria dam

HISTORICALLY IMPORTANT STORIES RELATED TO SRI DALADA MALIGAWA THAT CAN BE USED FOR 3D VIDEO

Following **two (02)** historical stories were selected with the consultation of the Ministry of Tourism and relevant stakeholders

1. Arrival of the Sacred Tooth Relic (Hemamala & Dantha Story)

    1.1.   Time Period: 4th Century AD (During King Kithsirimevan's)
    1.2.   Summary:
    1.3.   Princess Hemamala and Prince Dantha brought the Sacred Tooth Relic from India to Sri Lanka.
    1.4.   Disguised as travelers, Hemamala hid the relic in her hair to protect it from threats.
    1.5.   They handed over the relic to King Kithsirimevan, who enshrined it in Anuradhapura, marking the beginning of its royal and religious significance.
    1.6.   3D/VR Concept:
    1.7.   A cinematic journey showing their secret escape from India, their dangerous voyage, and their arrival in Sri Lanka.

2. King Wimaladharmasuriya I and the Relocation of the Tooth Relic

    2.1.   Time Period: Late 16th Century
    2.2.   Summary:
    2.3.   The Tooth Relic was hidden during Portuguese invasions to prevent its destruction.
    2.4.   King Wimaladharmasuriya I recovered the relic and built the first Dalada Maligawa in Kandy to protect and honor it.
    2.5.   3D/VR Concept:
    2.6.   A reconstruction of the original Dalada Maligawa built by King Wimaladharmasuriya I.
    2.7.   The moment he retrieves the relic from hiding and enshrines it in Kandy