Application Development for Mobile and Ubiquitous Computing

Group 13 Martin Dobrev Eric Brachmann

# MusicMap

#### Scenario

you want to find a party with the kind of music you like

## Problems

event descriptions might be unavailable insufficient (e.g. too general) outdated

# Solution

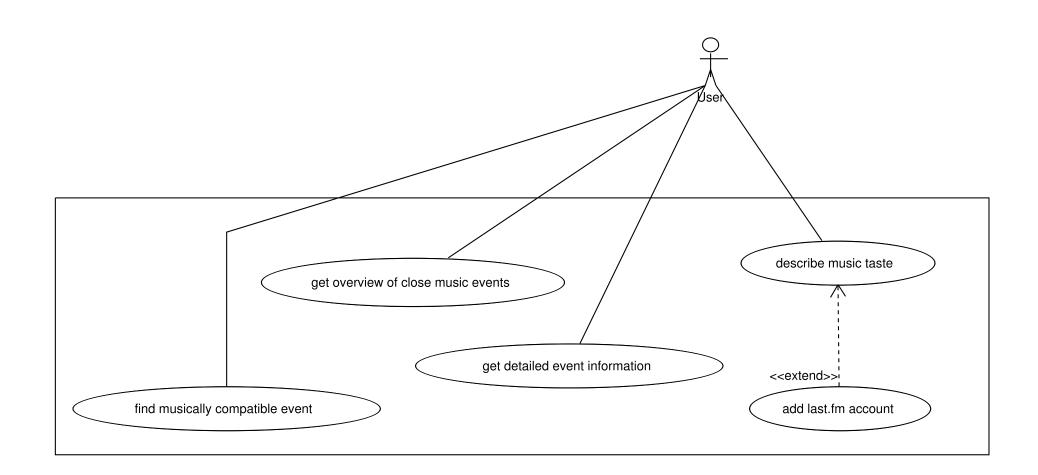
collaboratively generated map of music zones



#### Group 13: MusicMap

How? Emo 7 600 DnB Rock DnB Dubstep Rock Indie DnB Funk

Use Cases



#### Group 13: MusicMap

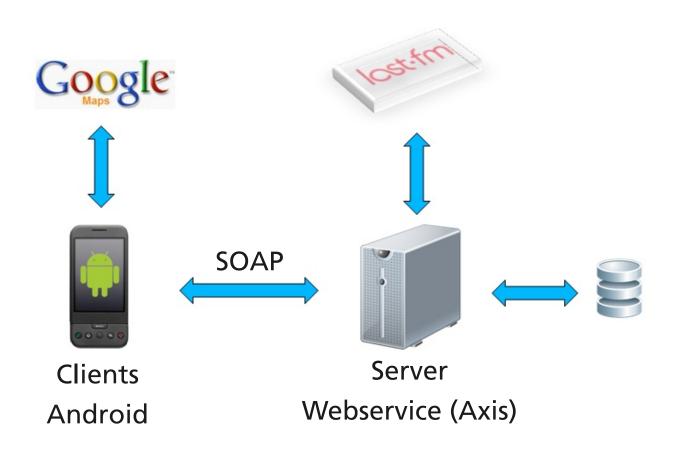
#### Mocks







#### Architecture



# Challenges

# Usability

offer personalized view on environment deal with non-conforming user input (e.g. Indie, Independent, Indie-Rock)

# Heterogeneity of devices

application will run on any android device

## Network availability

reasonable cashing in case of disconnections

#### Work Plan

30.10.	First Presentation: Task Description
21.11.	Outline Implementation, Communication- and API-Tests
18.12.	Second Presentation: Client finished, Webservice-Prototyp, Mock-Data
14.01.	Webservice finished
29.01.	Final Presentation: Result, Documentation