Application Development for Mobile and Ubiquitous Computing

Facebook Friend Finder

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Overview

1. Application Scenario
2. Use Cases
3. Challenges
4. Technologies
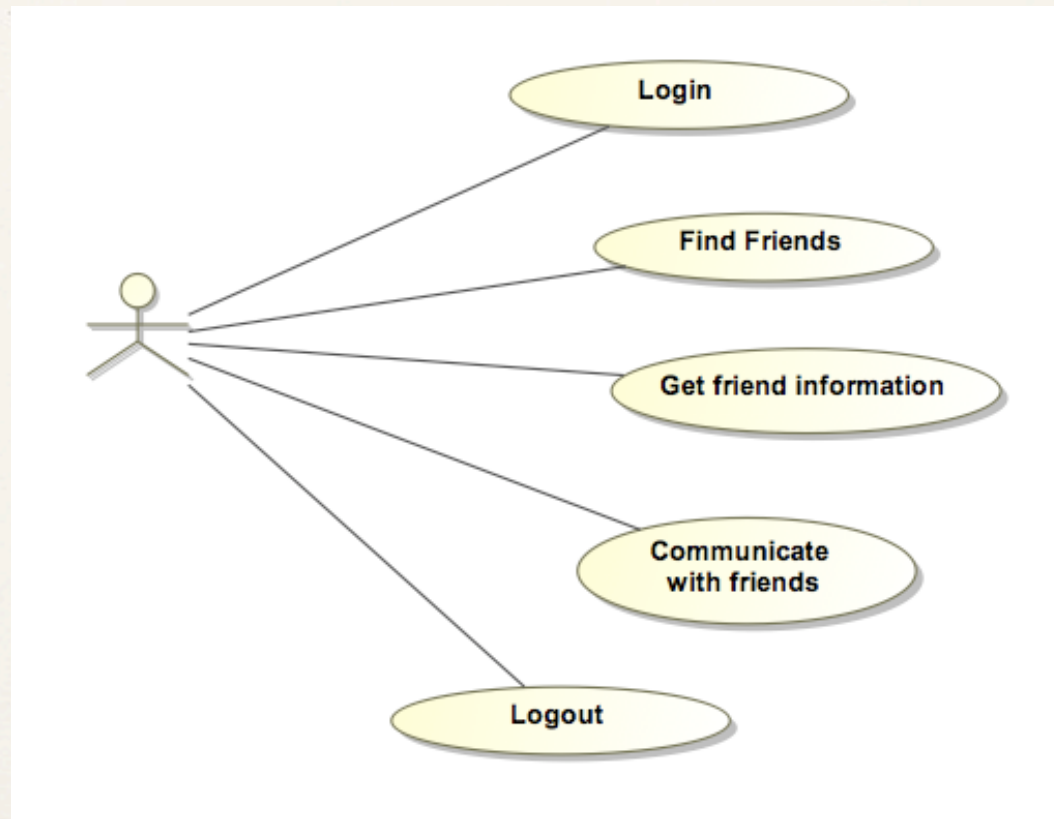5. Work Plan

Application Scenario

- Aim:
  - Android application where we can find in a map where our friends are
  - Integration with Facebook(authentication, profile, friend groups)
  - Communication between friends

- Possible extensions:
  - Improvement of current capabilities(*black list*, *meeting points*, ...)
  - Integration with different social networks

Use Cases

Challenges

- Technological Challenges:
  - Make the application available on all Android devices
  - Management of power consumption
  - Limited disconnected work may be possible with *last known locations*

- Customer Satisfaction:
  - Develop a friendly user interface
  - Achieve security through Facebook authentication

Architecture

Work Plan

Deadlines:
   29.10.2010 - First presentation
   05.11.2010 - Beginning of development
   28.11.2010 - Full integration of Facebook
   14.12.2010 - First working prototype
   17.12.2010 - Second presentation
   15.01.2010 - Beginning of the final test phase
   28.01.2010 - Final presentation