

Application Development for Mobile and Ubiquitous Computing

Seminar Task, Application "Meet & Eat"

Application Scenario

- Organizing cook meetings between friends
- Create "EatMeets", binding recipe information, needed ingredients and list of participants
- Search for recipes
- Calculate ingredient amounts & split groceries lists between participants
- Organize a network of "cook buddies"
- Check "food compatibility" (e.g. vegetarians)

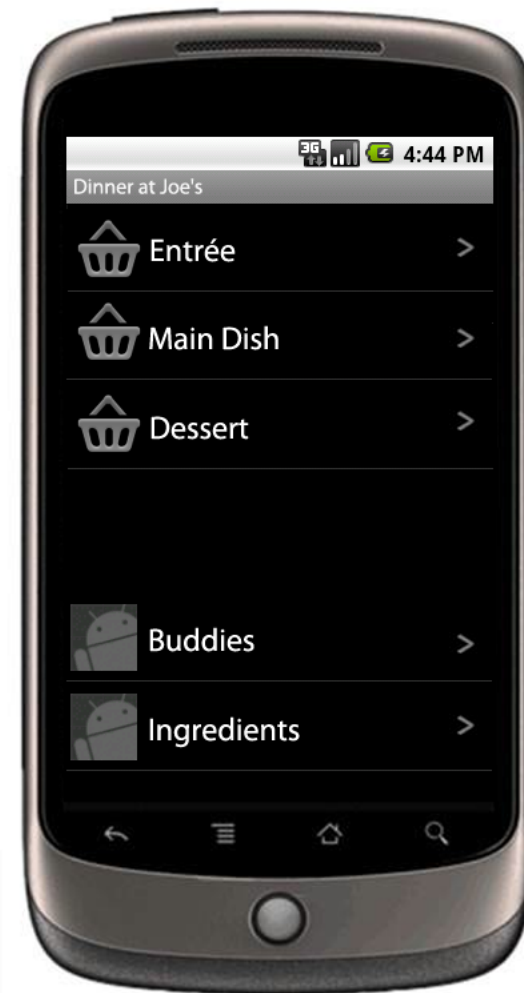
Use case

- overview of "EatMeets"



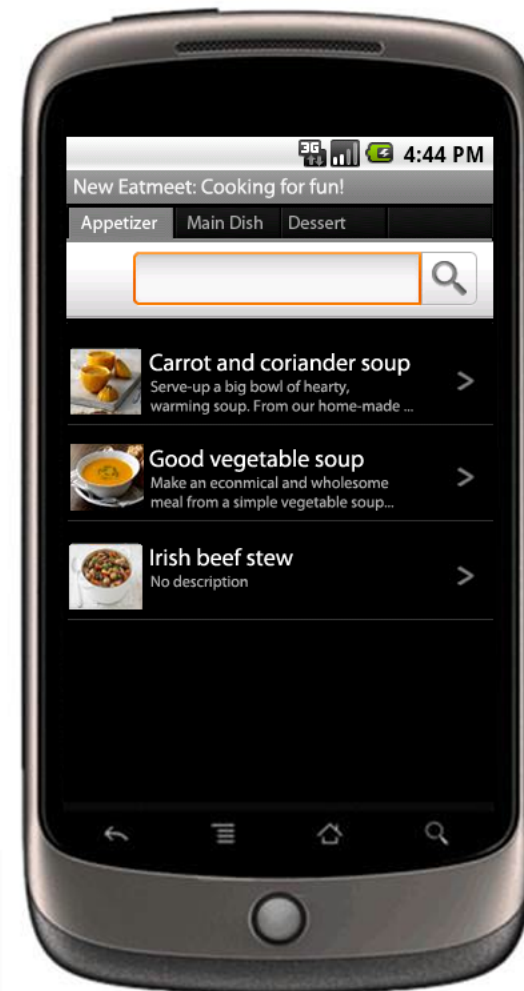
Use case

- check out details of a "EatMeet"



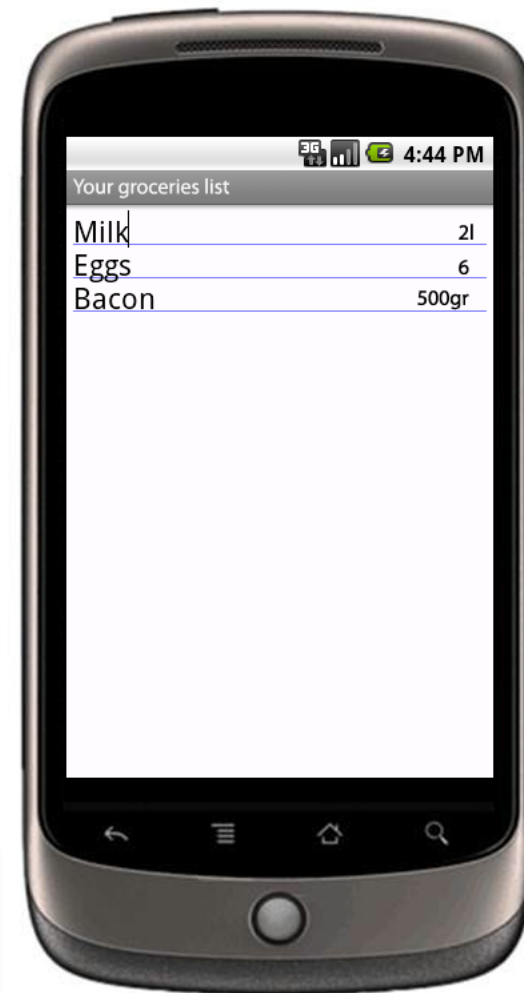
Use case

- create new "EatMeet"



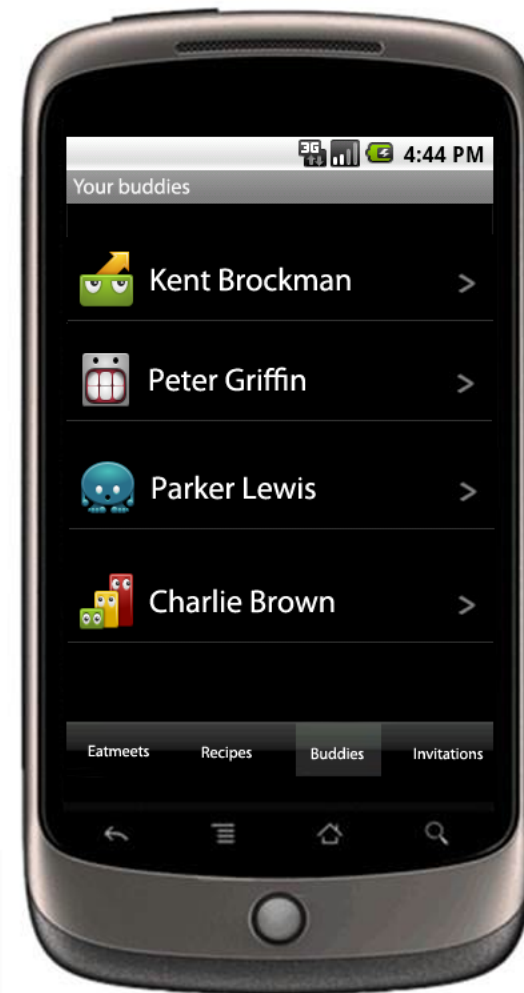
Use case

- check out groceries list of ingredients to buy



Use case

- list all your friends



Technologies

- Server
 - implemented with Ruby on Rails
 - cloud-based hosting
- Client
 - Android 1.6
- Recipes
 - Search using www.bigoven.com search API

Challenges

- not always connected
 - cache most important information
 - keep data between participants in sync
- small screen
 - display recipe informations conveniently
- energy consumption
 - only connect to network if needed