



Application Development for Mobile and Ubiquitous Computing

"Meet & Eat" Second Presentation, Group 7

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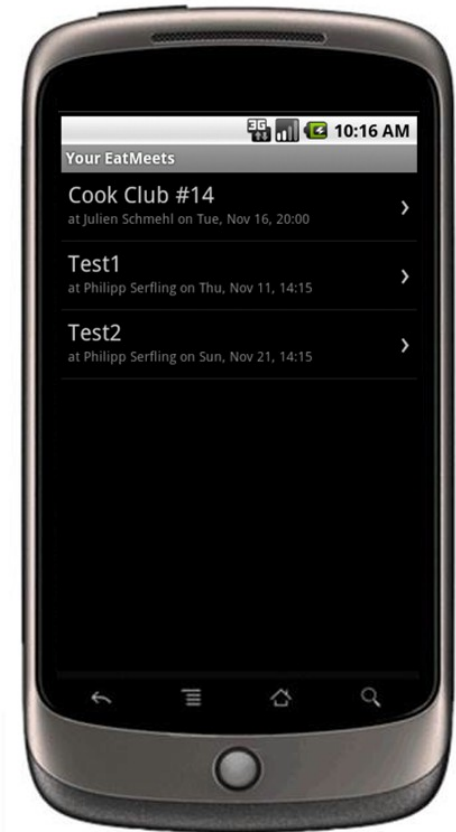
Application Scenario

- **Organizing cook meetings between friends**
- **Create "EatMeets", binding recipe information, needed ingredients and list of participants**
- **Search for recipes**
- **Organize a network of "cook buddies"**



Use Case

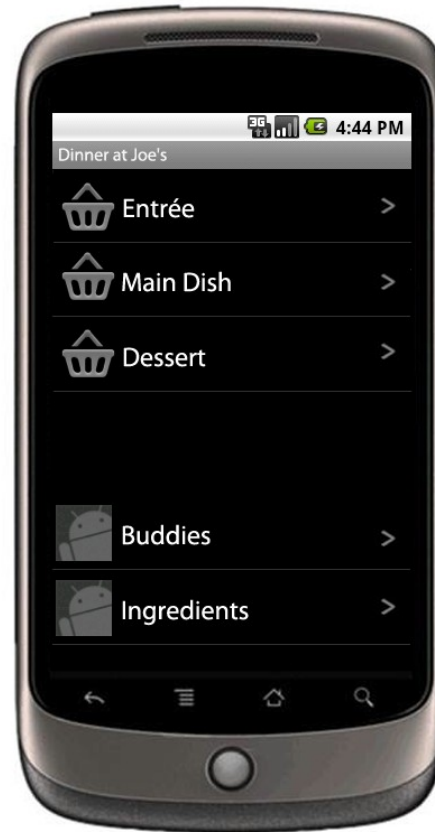
- overview of "EatMeets"





Use Case

- Check out details of a "EatMeet"





Technologies

- **Server**
 - **Implemented with Ruby on Rails**
 - **cloud-based hosting**
- **Client**
 - **Android**
- **Recipes**
 - **Search using fatsecret.com**



Where are we yet?

- **see current "EatMeets", including recipe information, participants, ingredients list**
- **see buddies, search and add new buddies**
- **search for recipies**
- **list notifications**



Challenges

- **Offline mode**
 - **store most of important information on local device**
- **reduce traffic**
 - **data reduced to text and**
 - **pictures scaled+cached on our server**
- **small screen**
 - **display information conveniently**



Schedule

14.01.2011	create new EatMeet
21.01.2011	offline mode
28.01.2011	update very last views
04.02.2011	bugfixing

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Thank you