



Application Development for Mobile and Ubiquitous Computing

Seminar Task

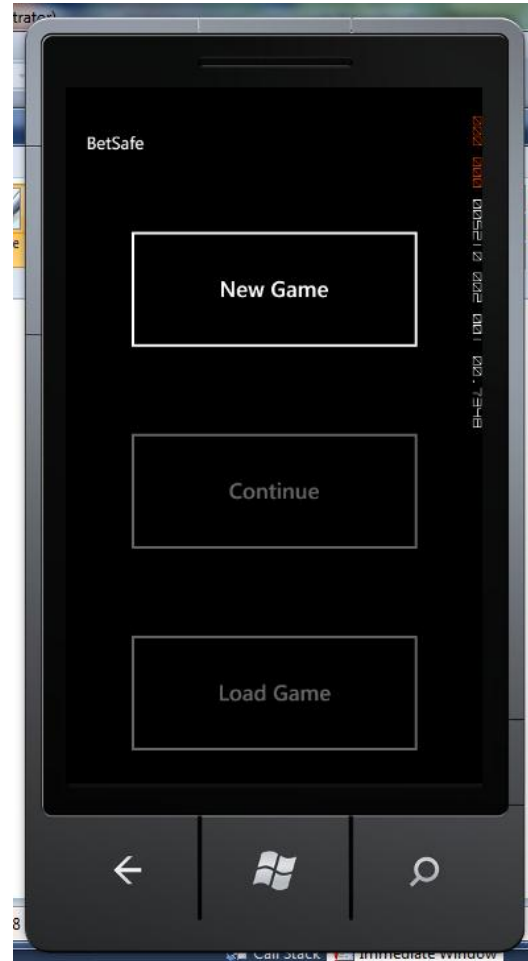
Final Presentation

Team 9

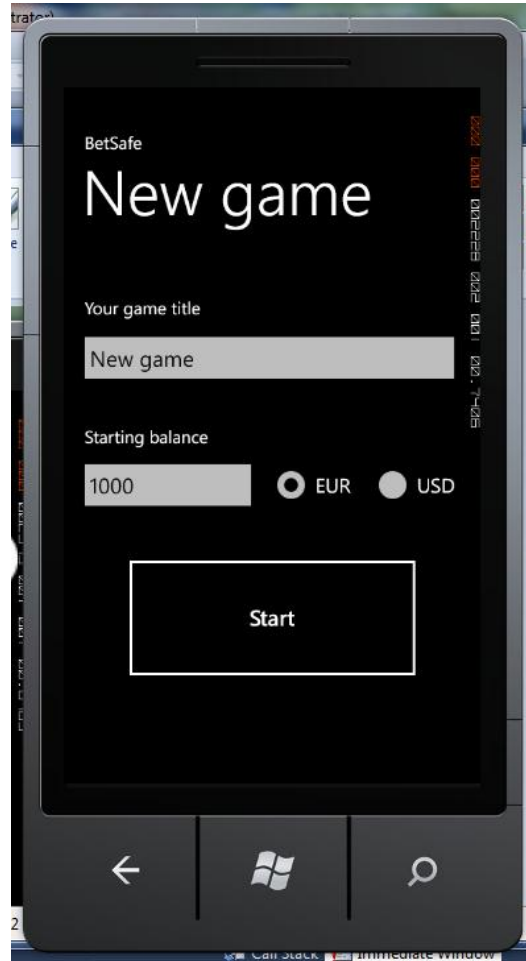
Hellen Muthoni Njenga, Filip Vostatek

- A game for sports fans
- Bet virtual money, lose virtual money

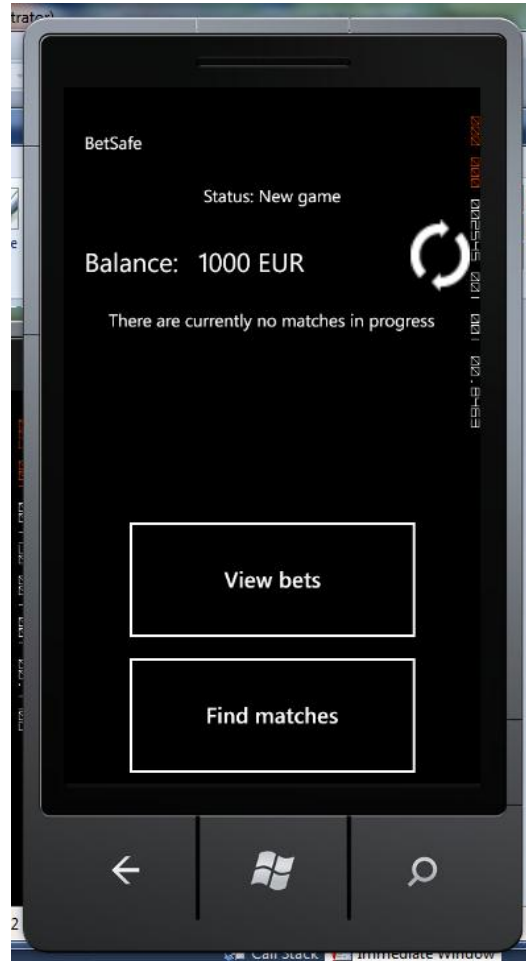
- Welcome screen



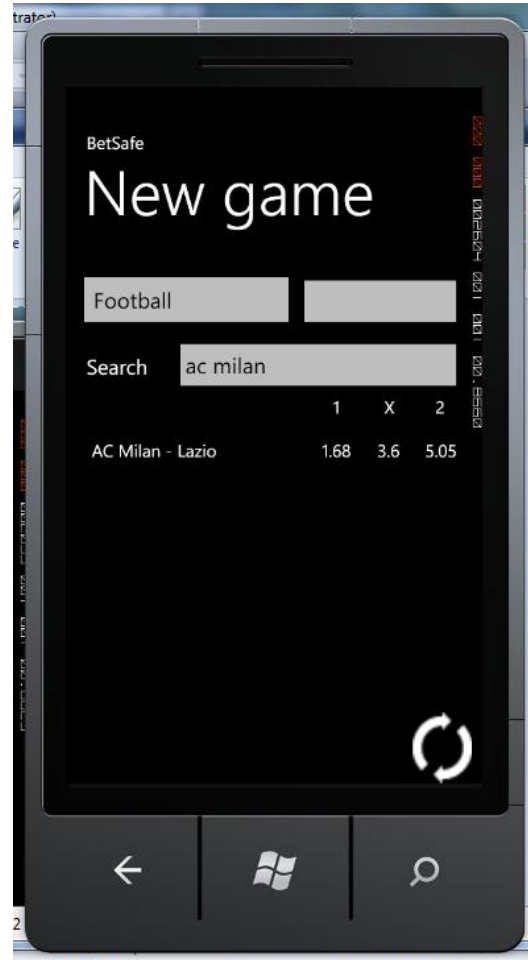
- Start a new game



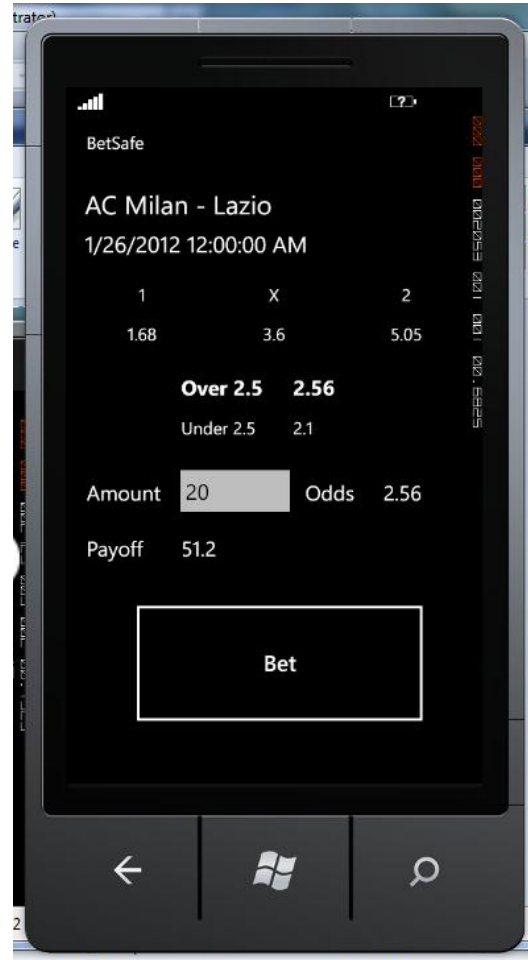
- Game overview – no bets



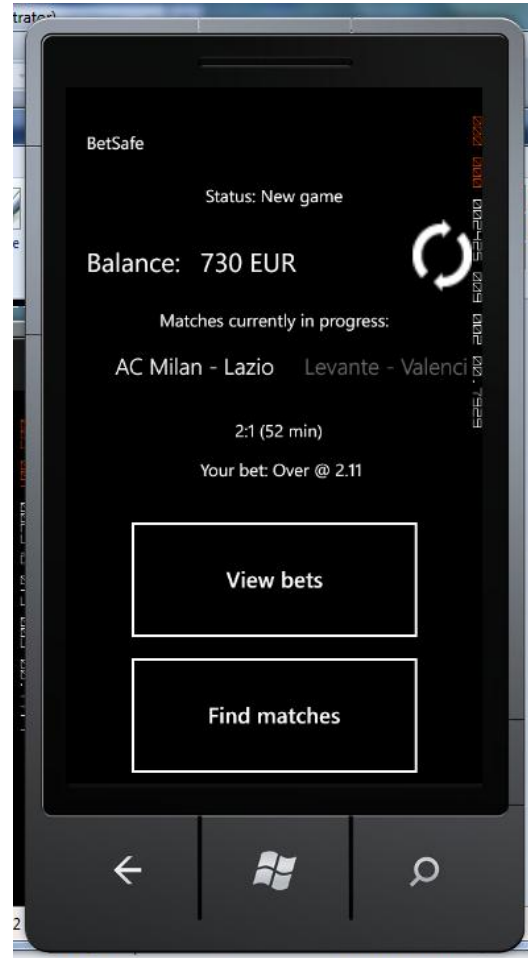
- Look for a game to bet on



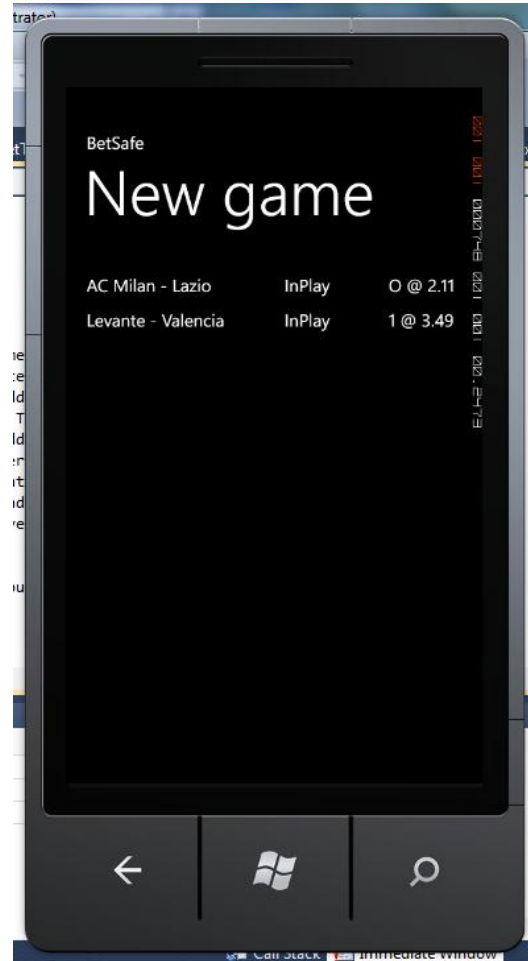
- Make a bet



- Later...
- See match being played



- View your player history



- Save, load and delete games
- Etc.



- App runs (most of the time), player can make bets and see scores live
- Other than that, app could still use a lot of work

- UI never blocks
- App never crashes when disconnected
- Resynchronizes upon reconnection

- Technology: Silverlight for Windows Phone
- Still a new technology, many quirks, many things don't work the same as in normal Silverlight
- Framework with heavy emphasis on multithreading, yet it still breaks the UI
- A nice IDE (and it's free)