



Application Development for Mobile and Ubiquitous Computing

Seminar Task

Second Presentation

Group No. 5
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Sport Buddy

- An App to connect people who want to practice sports

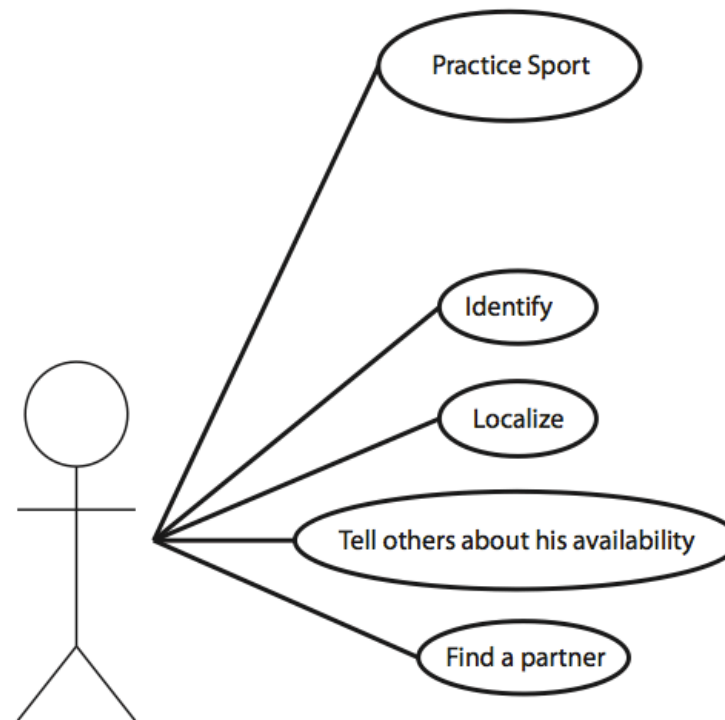
Sport Buddy

- An App to connect people who want to practice sports
- A fast way to find a Sport Partner

Sport Buddy

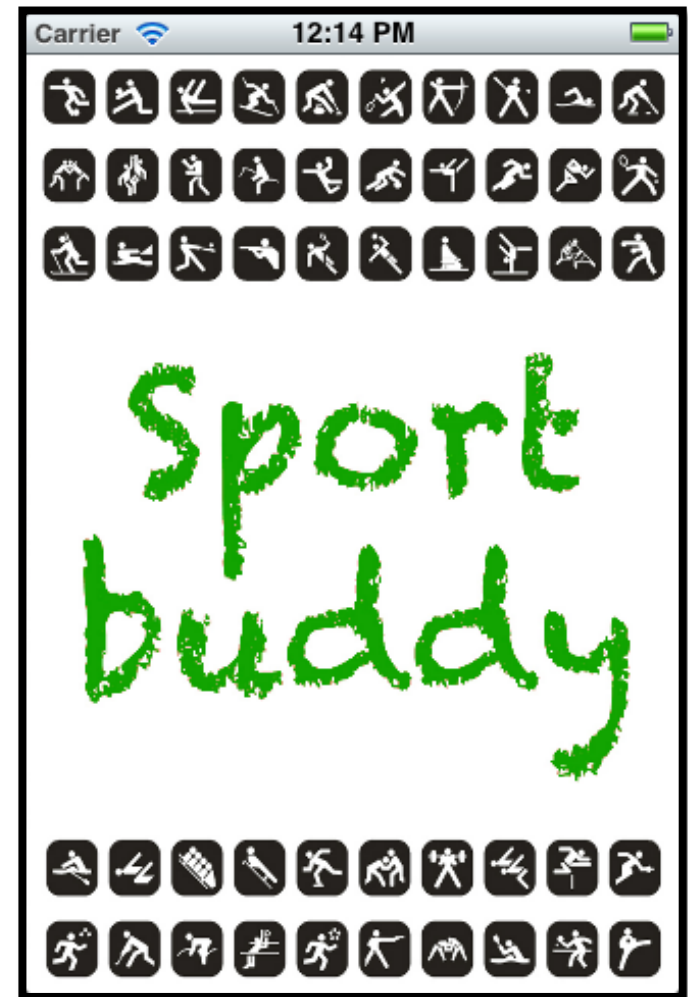
- An App to connect people who want to practice sports
- A fast way to find a Sport Partner
- Easy to use

Use case for the App



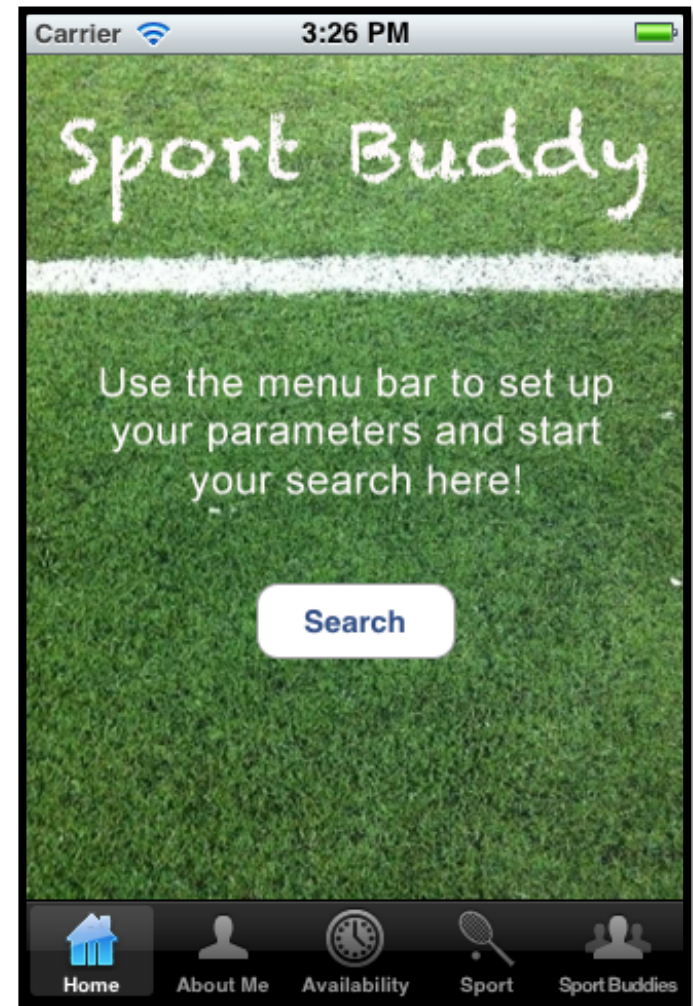
1. The Splash screen

- Shows the „Logo“
- Indicates you selected the right app
- Time is used to load the images in the app...



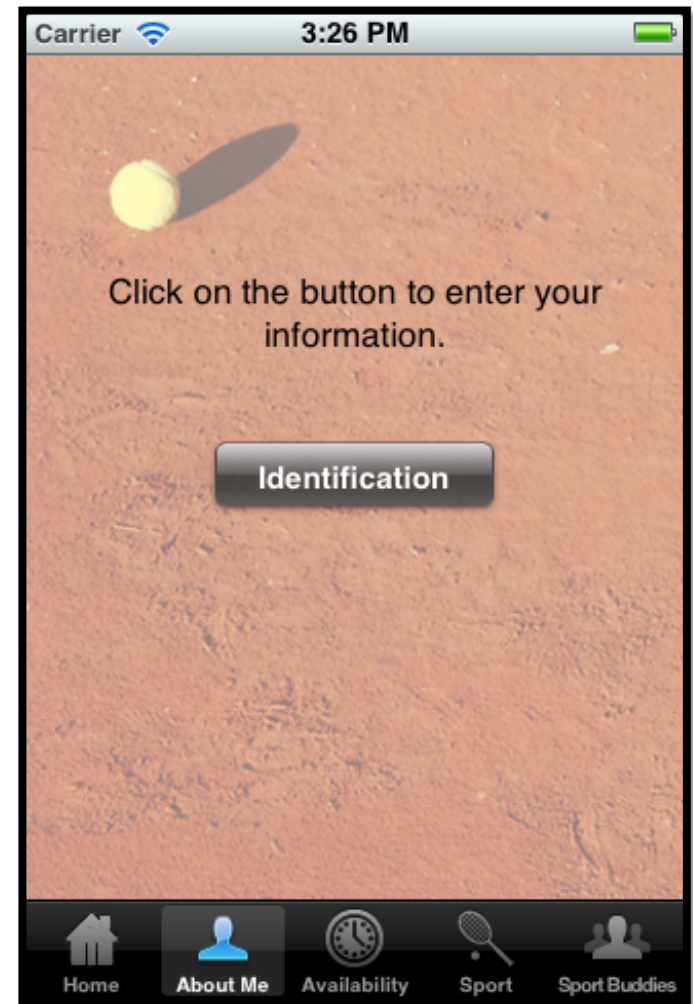
2. The Home screen

- Shows the title one more time
- Explains what the user has to do.
- Button „Search“ to localize the user and start looking for sport partners



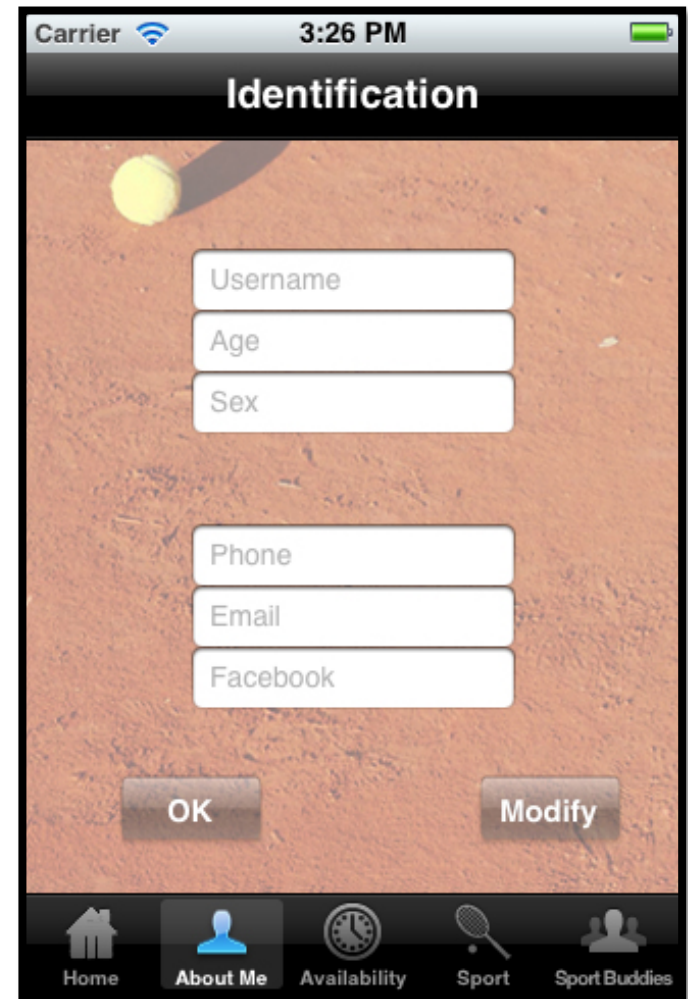
3. „About Me“

- Shows some instruction about Identification
- Identification Button
- Gives access to another screen



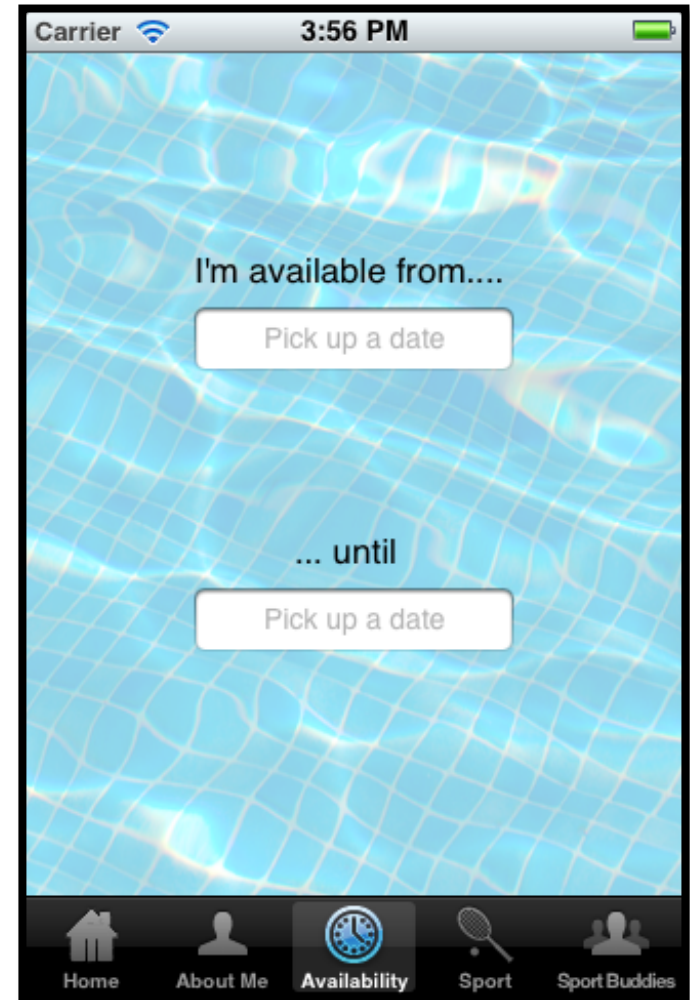
3. „About Me“ Subview

- Where the user enters his username, sex, age...



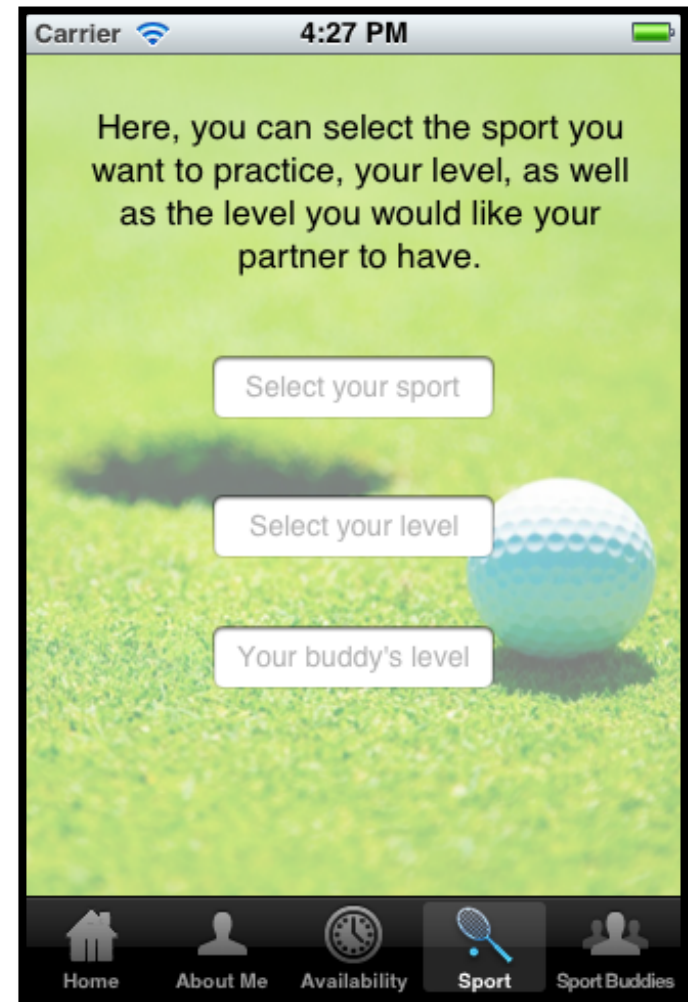
4. „Availability“

- Where the user indicates his/her availability
- Date Picker



5. „Sport“

- Where the user indicates the sport he/she wants to practice
- Picker
- OK / Modify Buttons

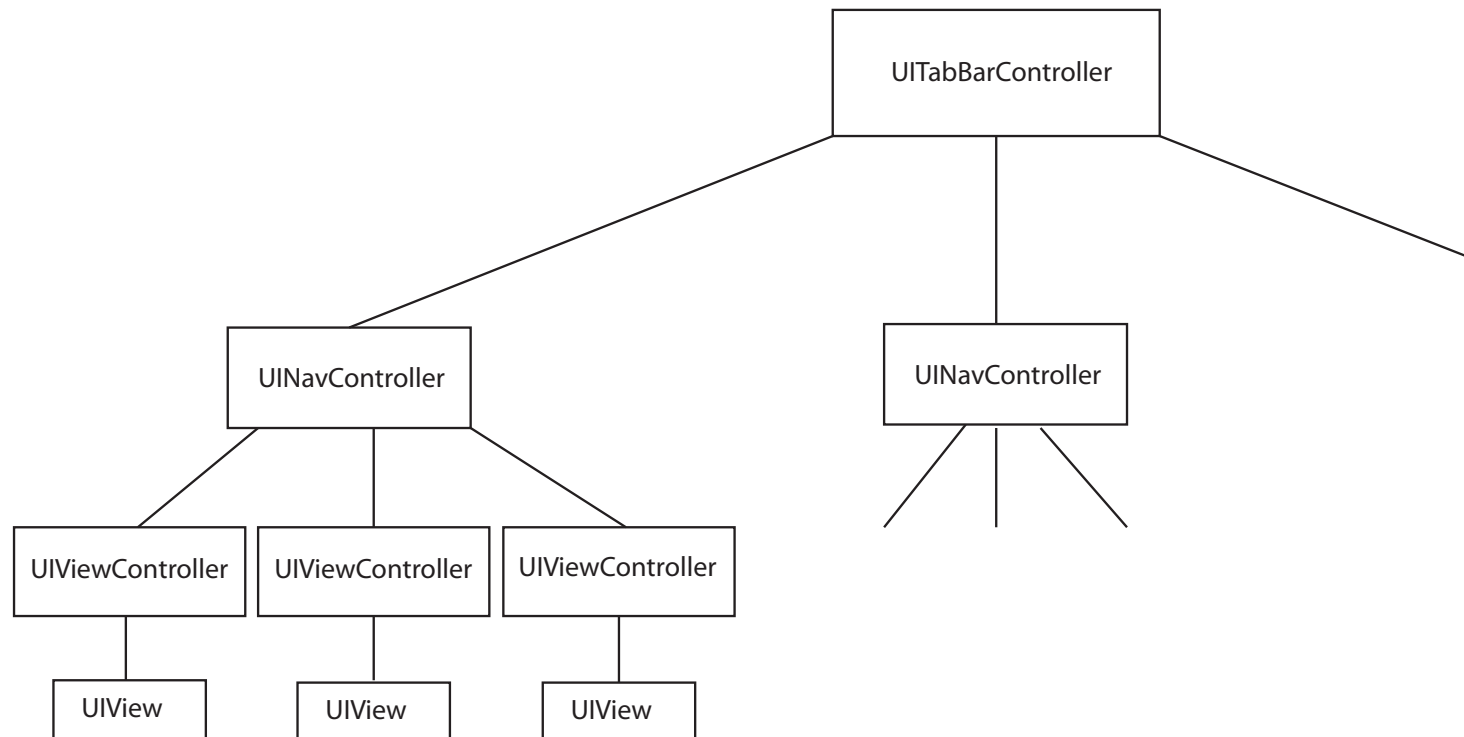


6. „Sport Buddies“

- Where the user can save contact info of his/her sport partners.
- (yet to be done)

- Once every parameter is set up, the user can go back to the „Home“ section
- Click on the search button
- This will locate himself on a map from google
- Other users wanting to practice the same sport will appear

- iOS 5 SDK, Xcode 4.2
- Architecture : Model View Controller



- Usability
- Memory Management
- New Language for me (Objective C)

- Continue to implement the app (Contact information, geolocation....)
- Tests