



Application Development for Mobile and Ubiquitous Computing

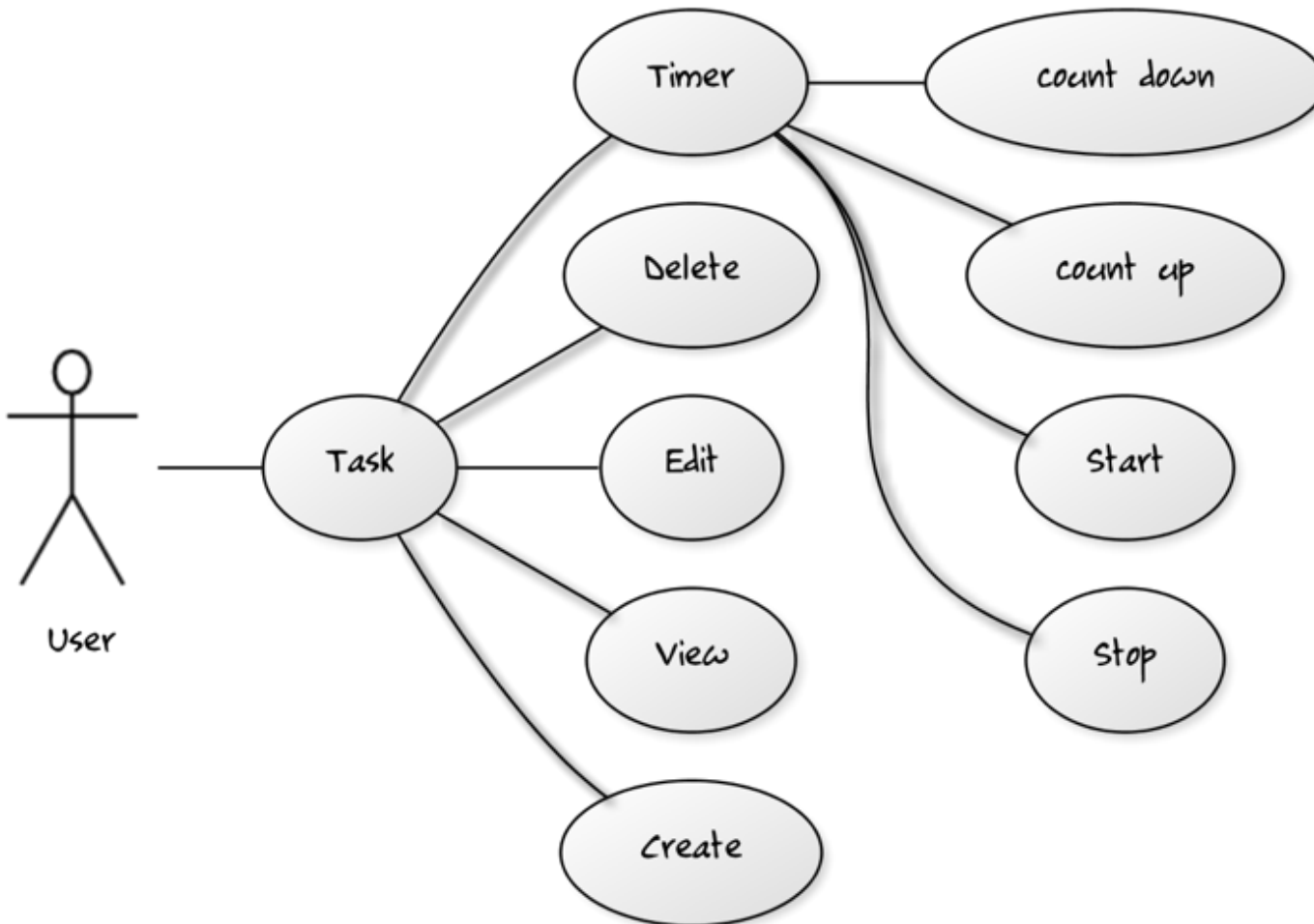
Seminar Task First Presentation

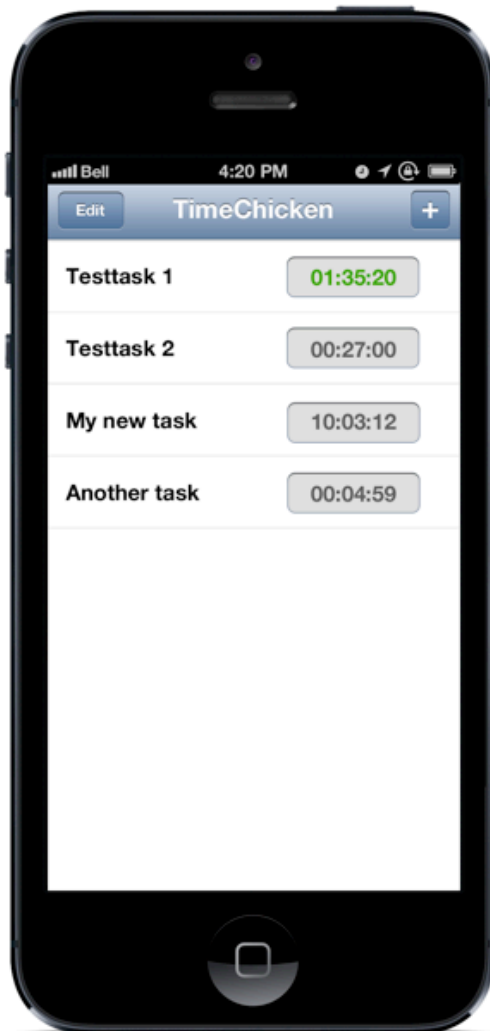
GroupNo. 01

Team: Christian Schäfer, Sebastian Fröstl

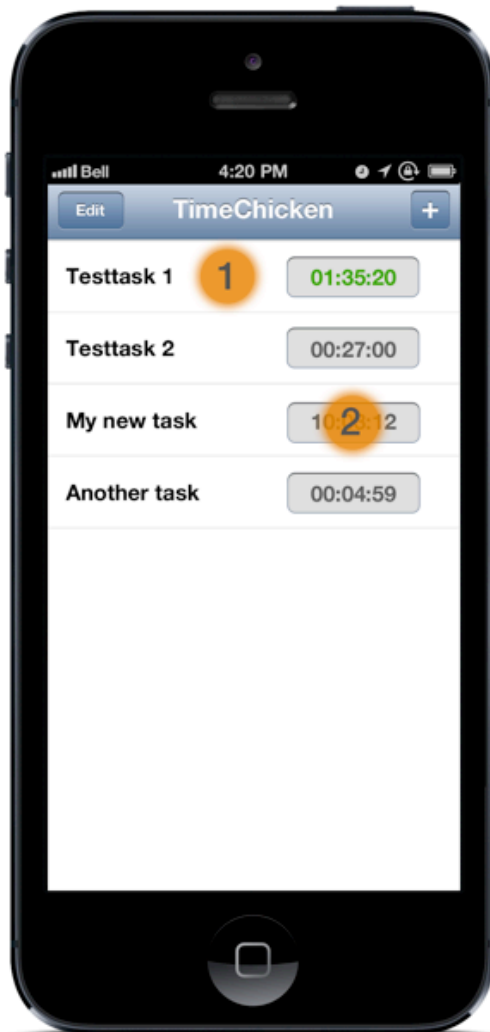
- **TimeChicken** is an App for managing Tasks and Time
- Scenario 1: „I want to know how much working time i spent on a task“.
- Scenario 2: „I want to spent only a limited time working on a task.“
- Scenario 3: „I can sync TimeChicken with my Collaboration Plattform (Jira, OneSpark, ...)

- **TimeChicken** is an App for managing Tasks and Time





Task List View



Task List View

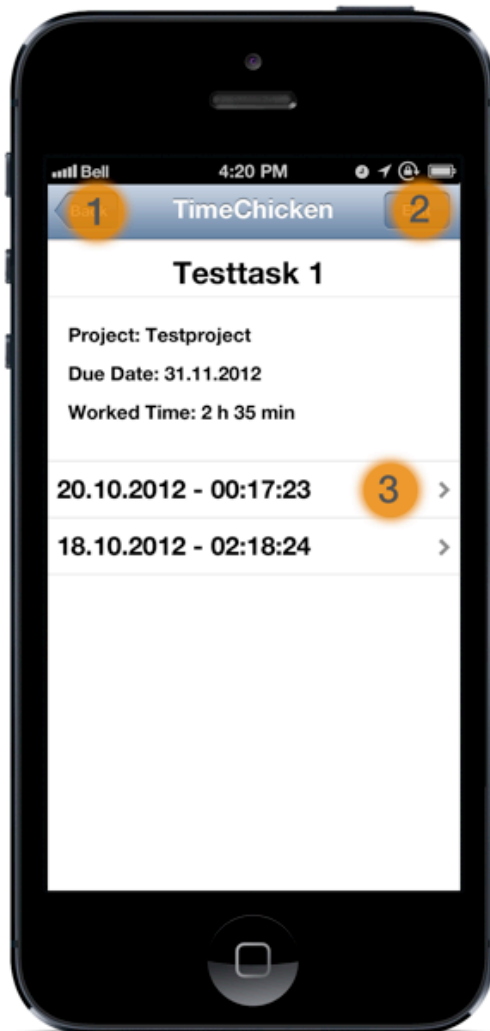
- List of all tasks
- Timer for start/ stop
- Add new tasks
- Edit (remove) tasks
- Go to details

Interactions

1. Go to task details
2. Start/ Stop timer



Task Detail View



Task Detail View

- Details of Task
- Edit the task
- View history of timers

Interactions

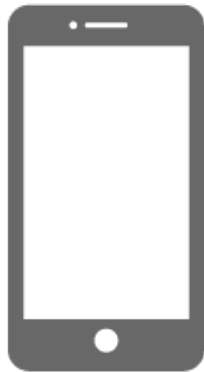
1. Back to task-list
2. Edit task details
3. Show time details

- **Technologies**

- iOS 6
- Communication HTTP/ REST
- JSON as data-transmission-format
- Rails backend with API (One Spark)

- **Architecture**
- Standalone app
- Client / Server - model

TimeChicken



iOS 6

Collaboration Server:
One Spark/ Jira/...



- **Agile development**
- **First Iteration**
 - Incorporation of iOS 6 and XCode
 - Task management and Timer Functionality
- **Second Iteration**
 - Communication and Synchronisation with REST Service
- **Third Iteration**
 - GUI Improvement
 - Device Testing

- **Challenges** of mobile computing
 - MVC Pattern for mobile apps
 - Objective-C & iOS
 - GUI Design and User Interaction
 - Communication with REST API