TECHNISCHE UNIVERSITÄT DRESDEN

Department of Computer Science Institute for System Architecture, Chair for Computer Networks

Application Development for Mobile and Ubiquitous Computing

Seminar Task
First Presentation

GroupNo. 6
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Doner Kebap Finder

Application Scenario

- mobile finder for doner kebap restaurants
- get an overview about the following:
  - Where are the restaurants nearby?
  - What do they offer? (also special offers)
  - price list

➢ Users should get simple and fast information everywhere and everytime about doner kebap restaurants nearby.

Features

- **main screen** with an overview of all restaurants nearby
- you can search for restaurants by name
- add favourites with the doner symbol
- switch to the restaurant info-page by touching the restaurant's name
- Go to the map by touching the blue button with the white arrow

Features

- **map** where you can see your location and find the way to the next restaurant nearby
- it is freely scalable
- possibility to choose other restaurants by touching inactive points
- switch to the restaurant info-page by touching the blue button with the white arrow

Features

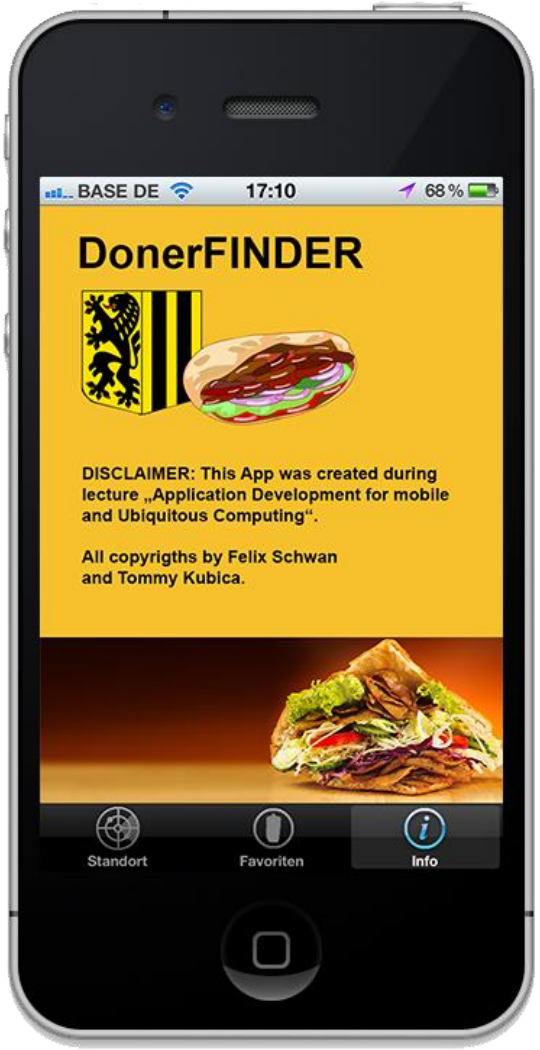
- **restaurant info-page** with special offers and prices
- if you want you can return to main screen

Features

- **list of favourites**
  for a quick access
- same options like in the main screen

Features

- **info-page** containing all information about our app
- emblem of Dresden indicates that this app is made for this area
  → other places coming soon ☺



Interaction Overview

Technologies

- Geolocation (GPS + Google maps)
- Xcode 4.5 + iPhone SDK (Software Dev Kit)
- IOS 6 on iPhone only (no support for iPad)
- Objective C

Challenges

- developing our **first** iPhone application

- **usability**
  - use conventional UI elements and patterns (tab view, list view)
  - simple navigation between sides
  - low energy costs cause of static updates every month (not permanent or daily)

- **navigation**
  - determine user's location
  - user movement during operations
  - map is freely scalable

Work plan

- iOS tutorial (weekly)
- First presentation (26.10.2012)
- Begin with implementation (02.11.2012)
- First prototype (23.11.2012)
- Second presentation (14.12.2012)
- Finalize application (03.01.2012)
- Testing on real device (20.01.2012)
- Final presentation (27.01.2013)

Any Questions ?