



# Application Development for Mobile and Ubiquitous Computing

## Seminar Task First Presentation

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Fabian Göbel



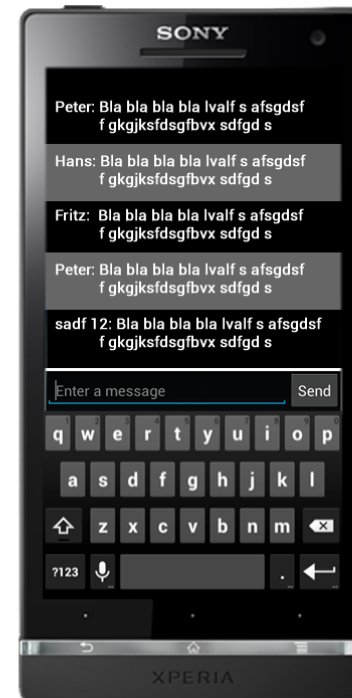
Falk Morus



- Location based chat client
  - Google maps integration
- User is able to search “Chat Zones” in his direct surroundings
- Chat Zones show amount of current members and a topic of interest or simply name a location: e.g. DnB-Party or Mensa
- User also can join Chat Zones or create one
  - within anonymous chat amongst all group members possible
  - unique nickname assured via login service or anonymous



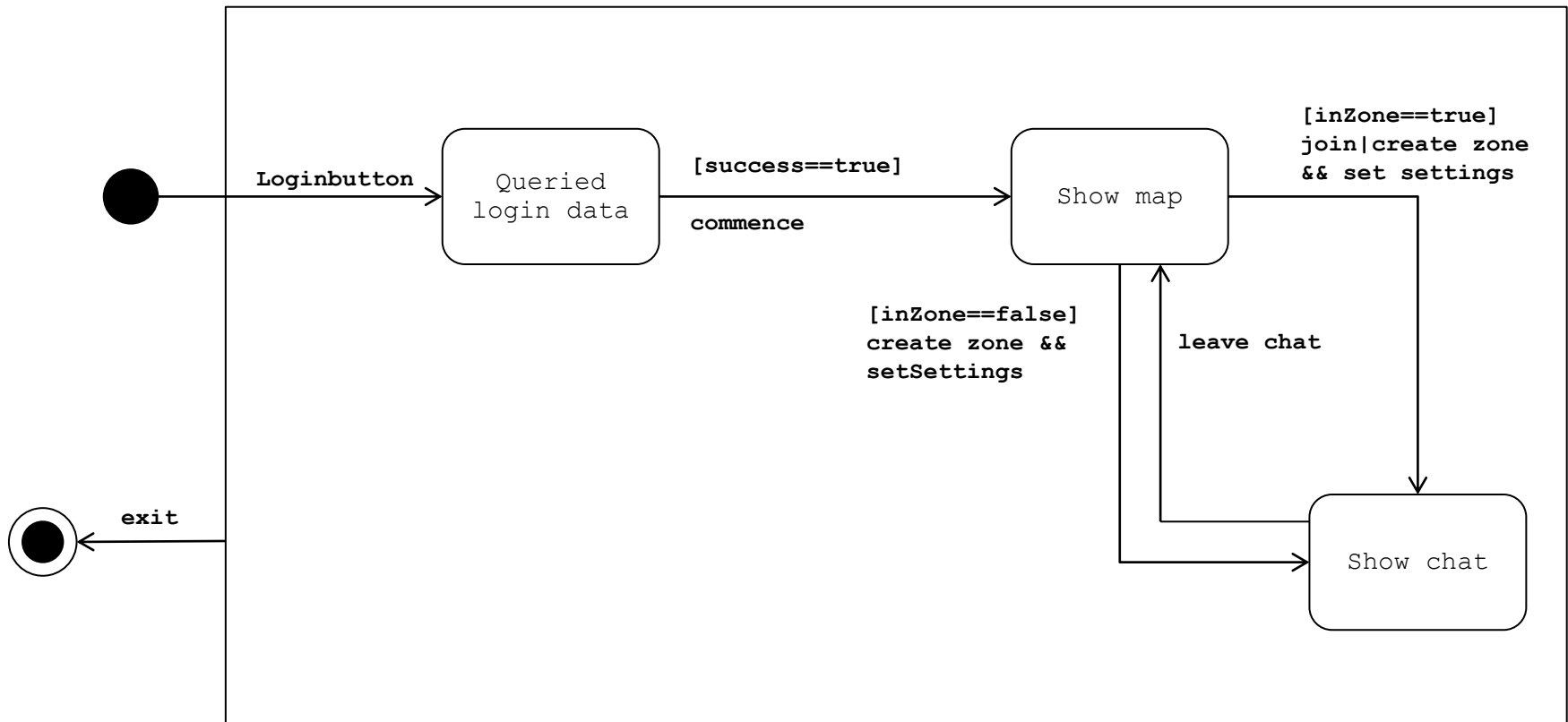
After Login you can search for zones in your surroundings..



.. Within you can group-chat with all members of this specific zone

- device resources – small display
  - support zooming
  
- connectivity – which users are available
  - server keeps track of all users within the zones and forwards corresponding lists to the user
  - lists are cached, server only pushes new or gone entries to the user list
  - Chat is logged in each device
  
- usability – user interaction
  - user interface adopting to small screen sizes
  - use native interaction modes (e.g. for zooming)

- Client
  - Android OS
  - Google maps integration
  - Eclipse IDE for development
  - Android SDK
  
- Server
  - Java implementation
  - RESTful API
  - Eclipse IDE for development



- until the next presentation:
  - Concrete usecases
  - Mockups replaced with first concrete screenshots
  - server will be set up
  - first client application prototype



Thanks for your attention!

Any questions or suggestions?