TECHNISCHE UNIVERSITÄT DRESDEN

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

Application Development for Mobile and Ubiquitous Computing

Seminar Task

Second Presentation

GroupNo. 01
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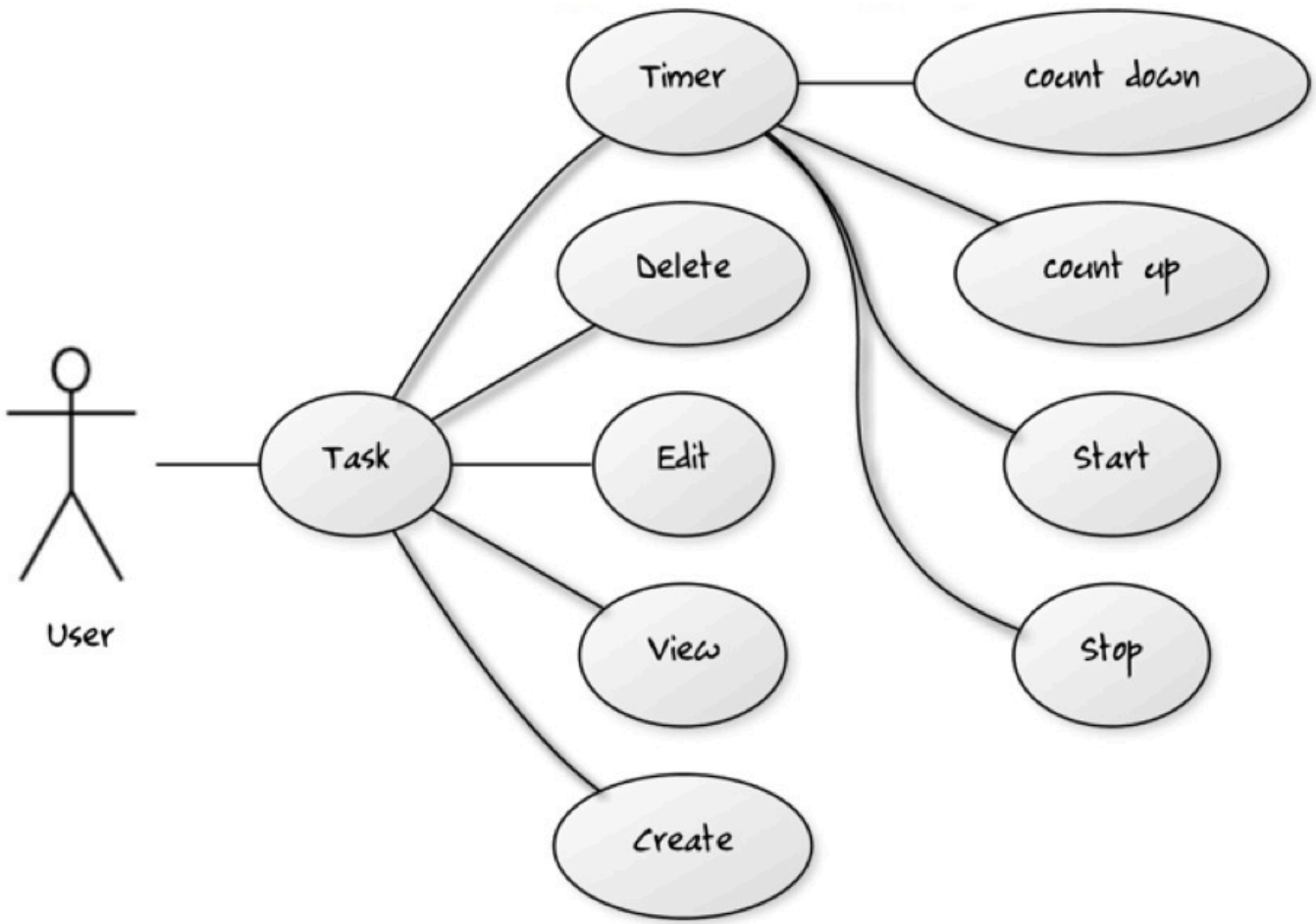
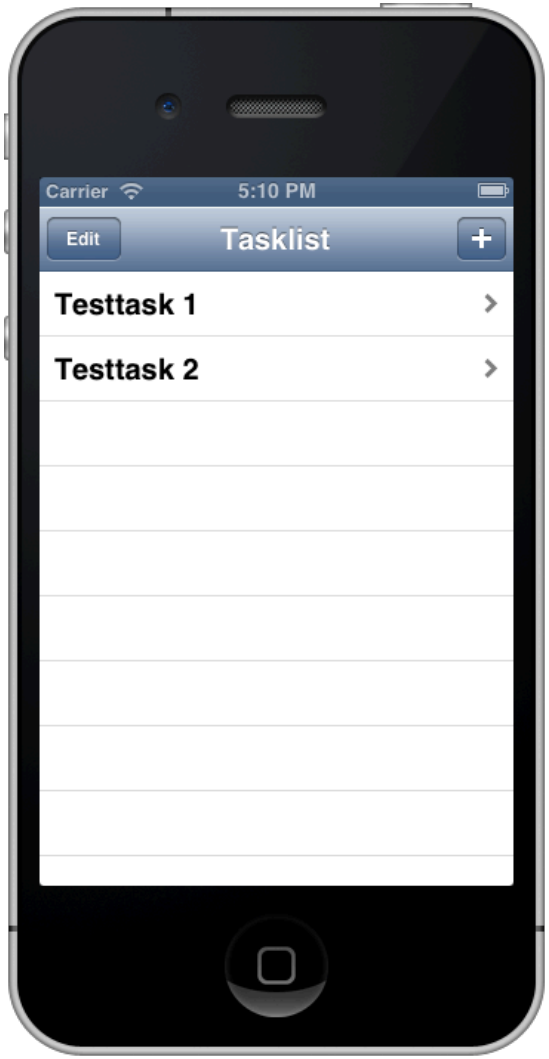
Application Scenario

- TimeChicken is an App for managing Tasks and Time
- Scenario 1: „I want an overview of my tasks.“
- Scenario 2: „I want to know how much working time I spend on a task.“
- Scenario 3: „I want to spend only a limited time working on a task.“
- Scenario 4: „I can sync TimeChicken with my Collboration Plattform (Jira, OneSpark, ...).“

Concrete Use Cases

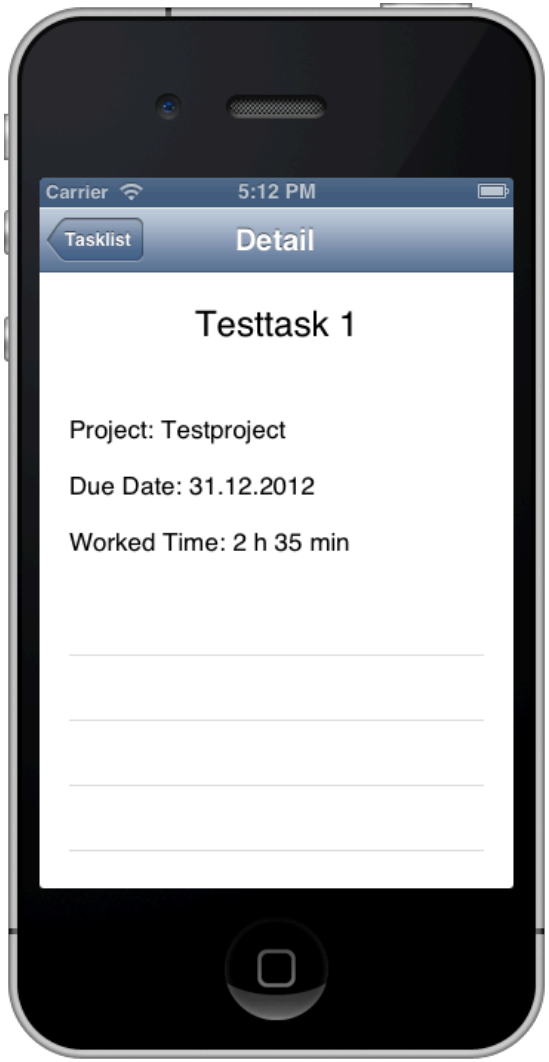


Prototype (Dev-Status)



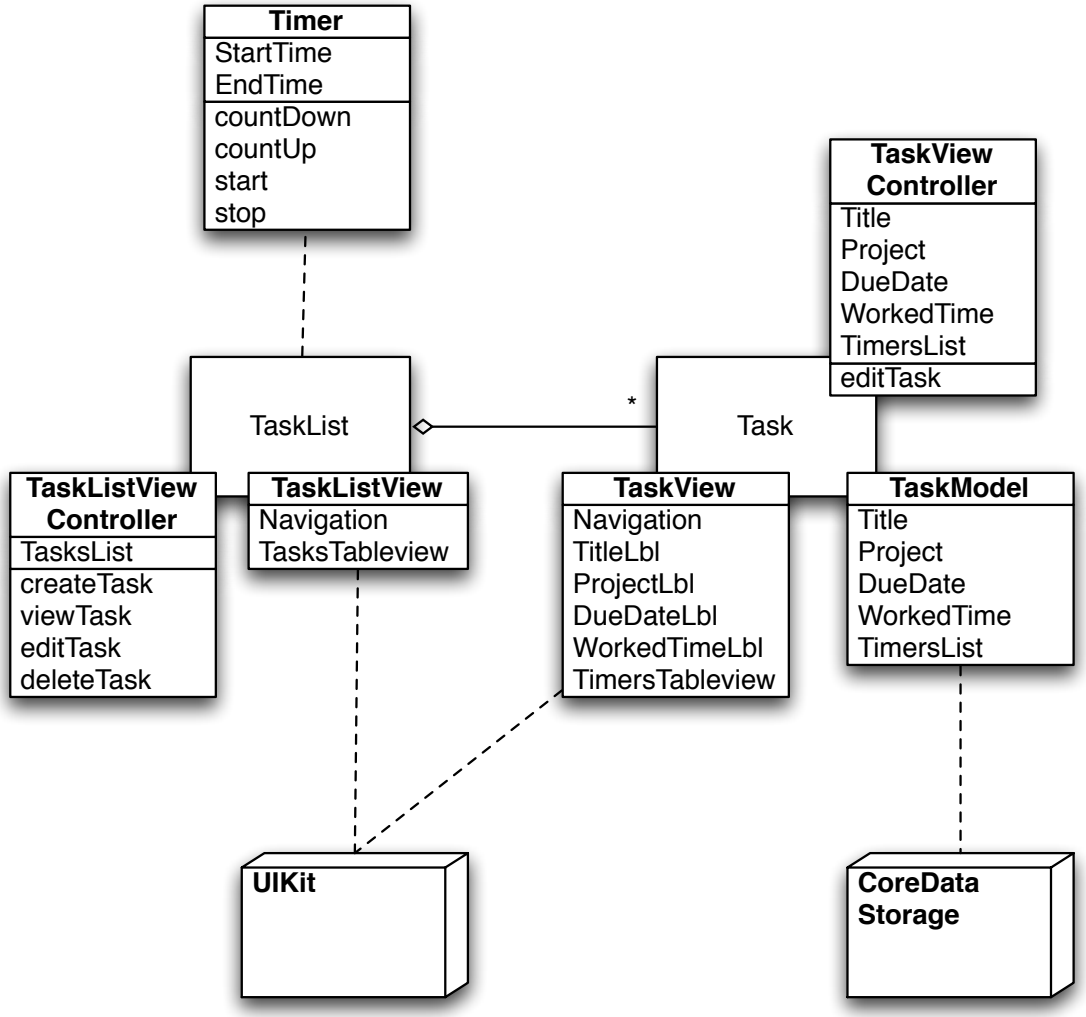
- List of all tasks
- Add new tasks
- Edit / remove tasks
- Go to detail

Prototype (Dev-Status)

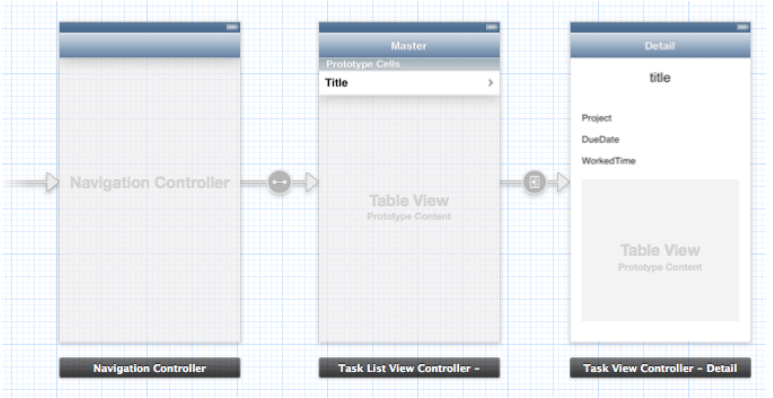


- Details of task with
  - Parent-project
  - Due date
  - Worked Time

Architecture & Technology



- iOS 6
- CoreData Storage
- UIKit GUI
- Storyboarding for Views



Challenges

- Lack of space:
  - Flat navigation (List-Detail-Pattern)
- Customer Satisfaction:
  - Easy to use (large buttons and elaborated user interface)
- Limited resources and energy:
  - Profile app and analyze with Apples tool: Instruments
  - „Push"- based network connection, not durable

Work plan

- Next steps:
  - Close a task, mark as done
  - Timer, start, stop, record time slot
  - Communication and Synchronisation with REST Service
  - GUI Improvement, coloring
  - Device Testing, Profiling