

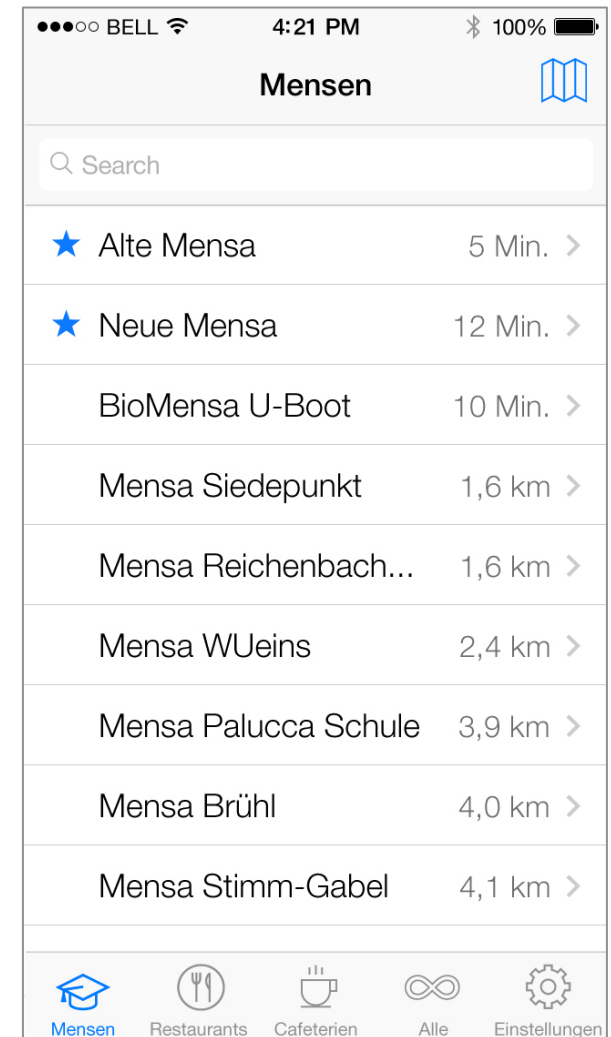


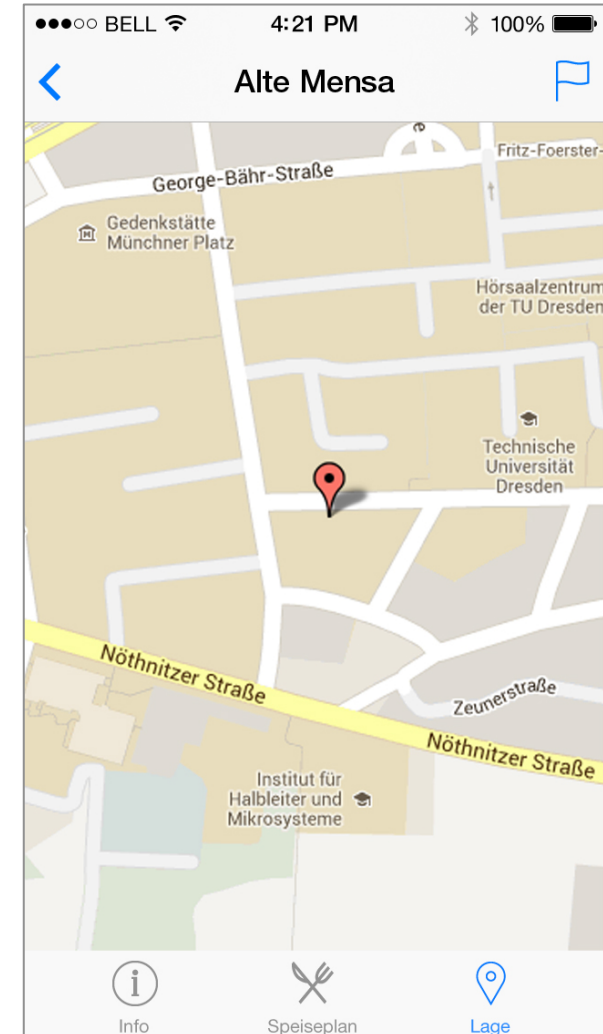
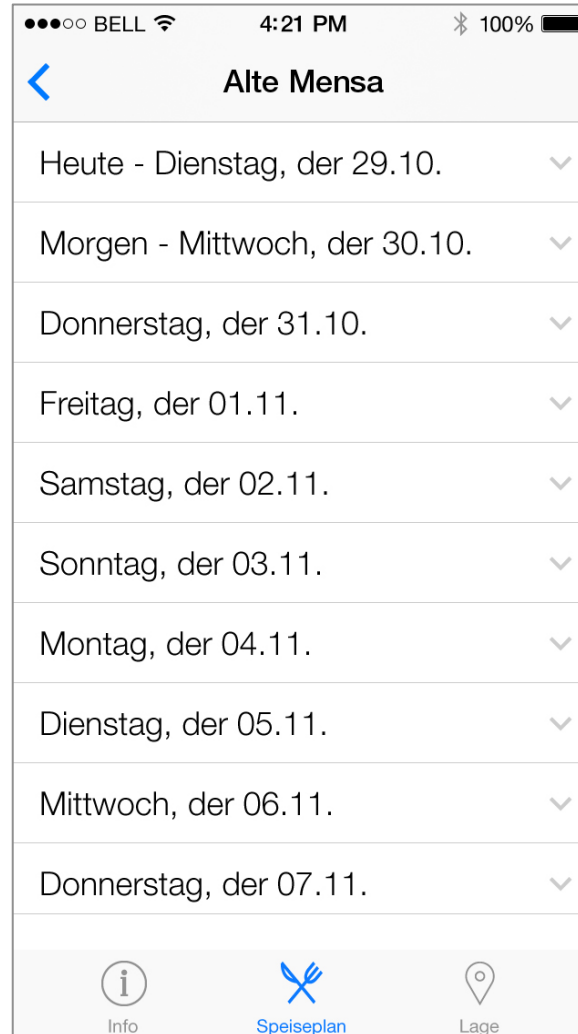
# Application Development for Mobile and Ubiquitous Computing

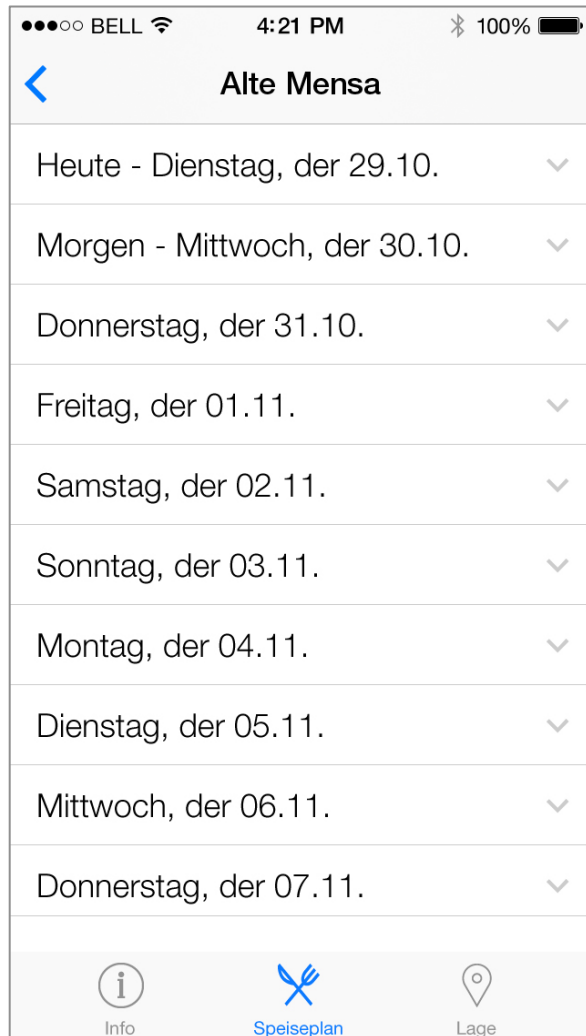
## iMeal First Presentation

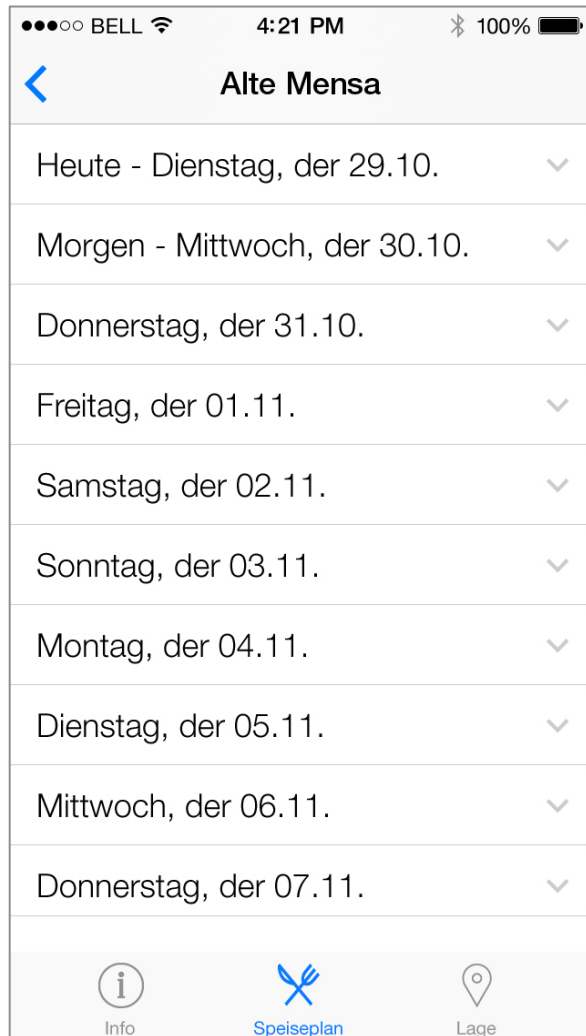
GroupNo. 3  
Team: Tamara Flemisch, Meinhardt Branig

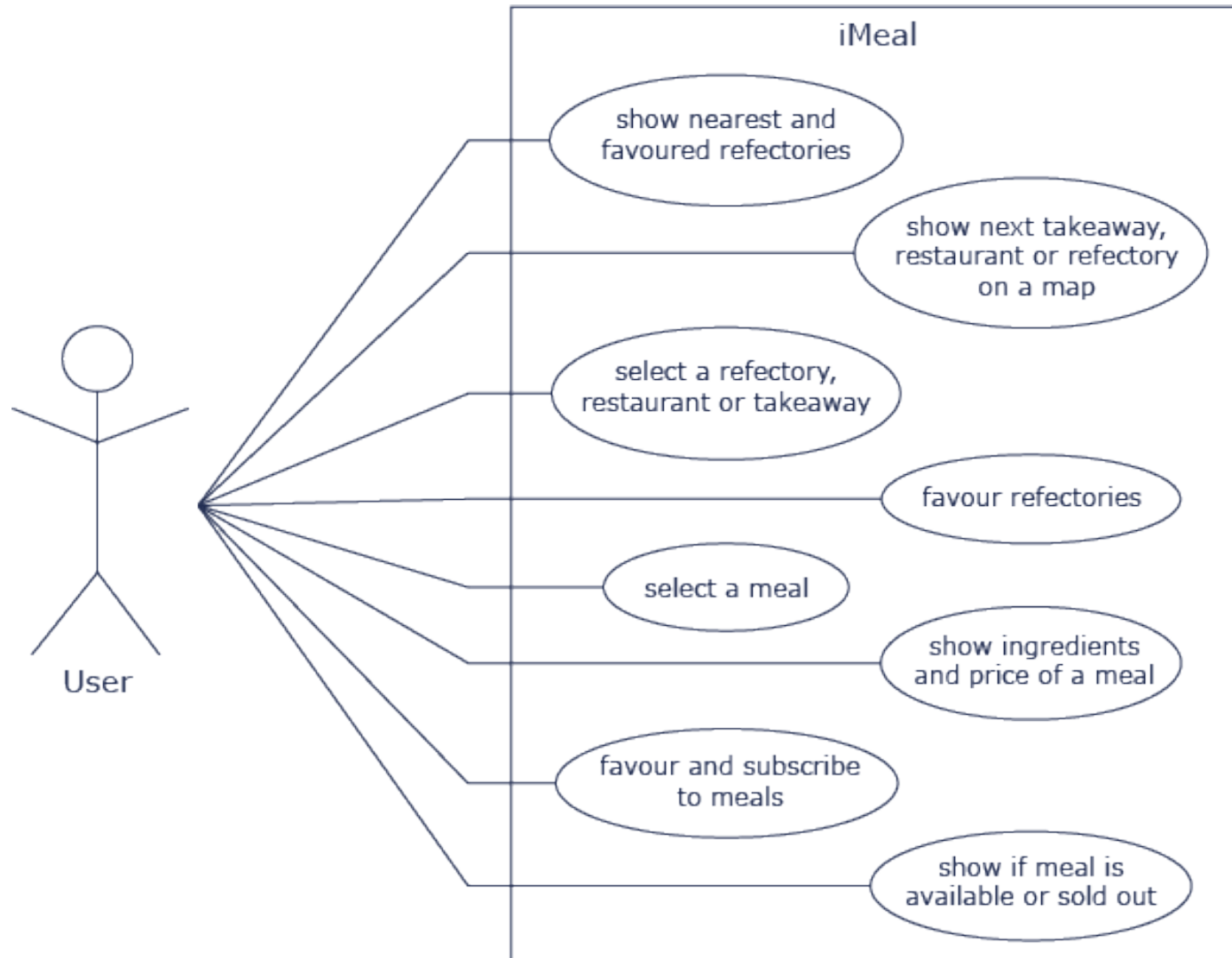
- provide easy access to places where you can eat at the campus
- all refectories with opening hours and menus
- additional restaurants and takeaways at the campus
- favorites for refectories and meals
- shows what is near you and how long you will have to walk
- pictures of the meals and up to date information when it is sold out











- map data from Google Maps or Apple Maps
- mensa data from the Studentenwerk webpage (partly as RSS-Feed) – menus probably only in German due to the lack of English information on the Studentenwerk webpage
- iOS SDK



- connectivity
  - caching and prefetching the pictures
  - use small versions of the pictures
  - downloading the menu once a day in case the user has no connection when he needs it
- small display
  - make buttons big enough to touch (avoid the fat finger problem)
  - make text big enough to read
- limited energy
  - use GPS only when really needed
- usability
  - heterogeneity in user requirements – save favorites and show the most relevant refectories
  - heterogeneous usage scenarios – different information according to your location



- **1.11.2013** first presentation
- **around 7<sup>th</sup> week** first prototype with final UI and maps integration
- **around 10<sup>th</sup> week** parsing the RSS-feeds
- **20.12.2013** second presentation
- **around 12<sup>th</sup> week** finalizing map integration, parsing html pages to get the pictures
- **around 13<sup>th</sup> week** finalizing the app
- **31.01.2014** last presentation