



Application Development for Mobile and Ubiquitous Computing

PrivateViewing First Presentation

Group 10

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Functions:

- users can register with an own profile
- profile contains personal and contact information as well as preferred sports and clubs
- users can mark themselves as available hosts for watching an upcoming match

Filter options (when looking for users via map):

- Sport (football, tennis, basketball, other)
- Club (if enough registered users with that club)
- Only hosts (those who offer to watch the match at their home)

Profile information:

Name

Address

Age*

Sex*

Foto*

phone number*

mail address

skype/twitter/facebook/...*

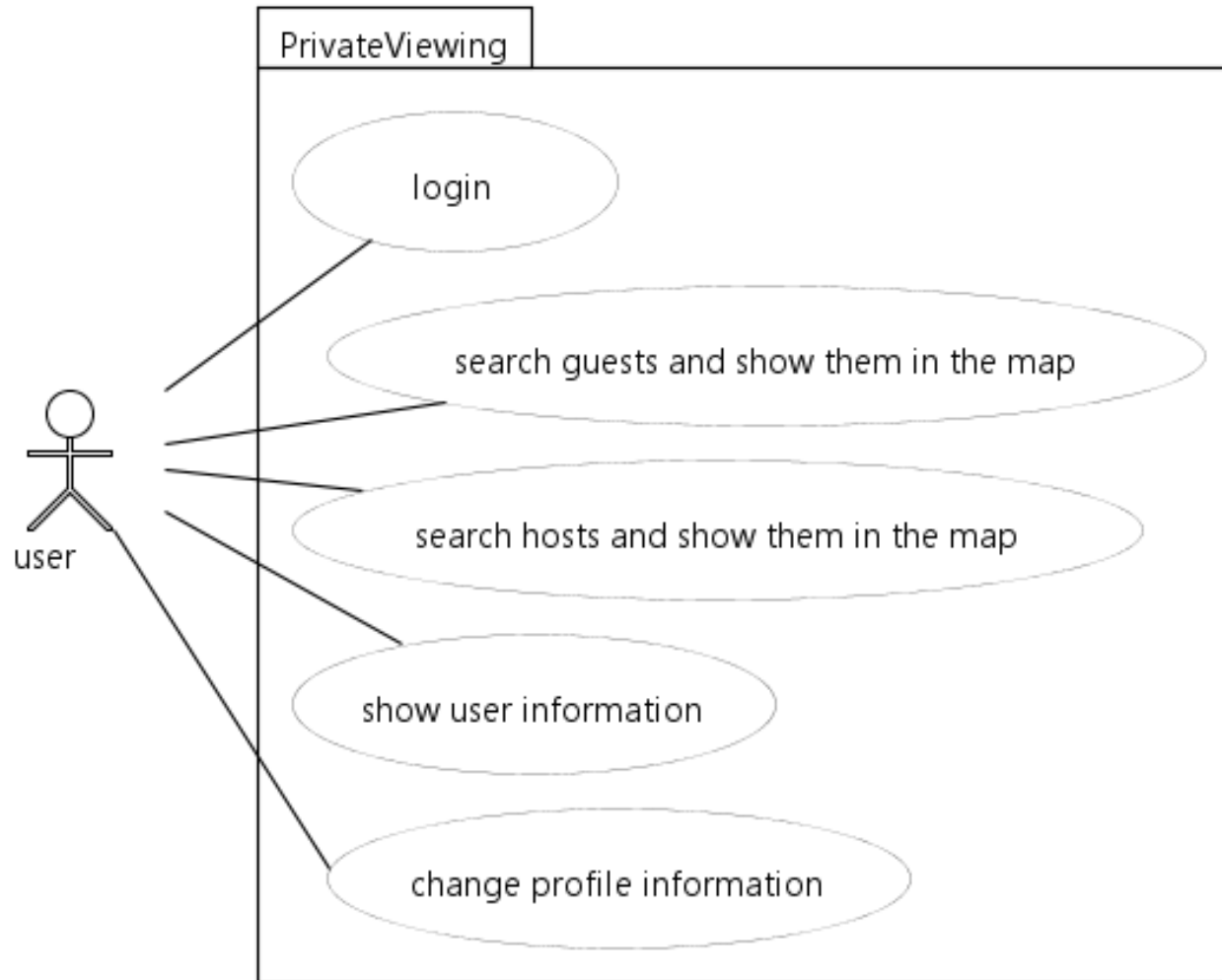
Sports

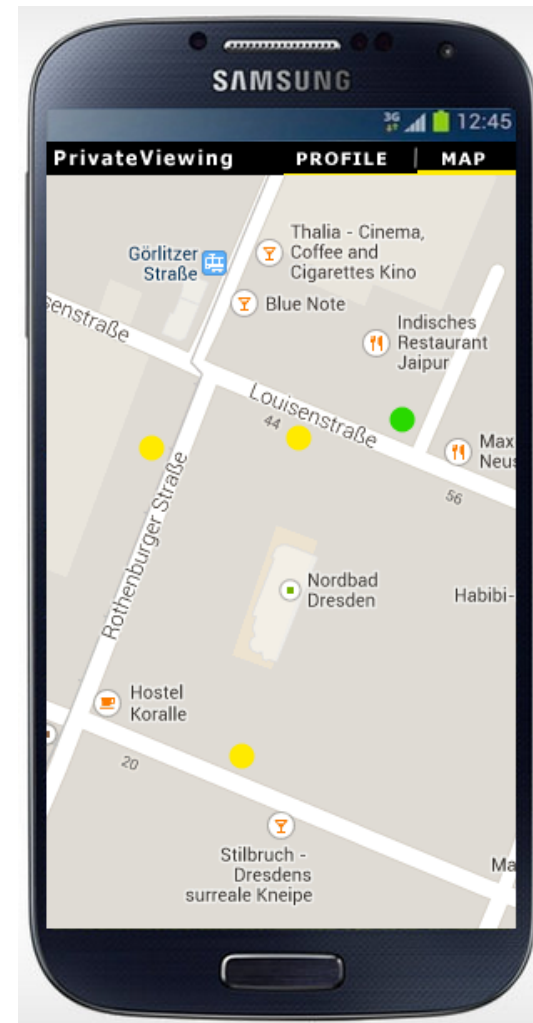
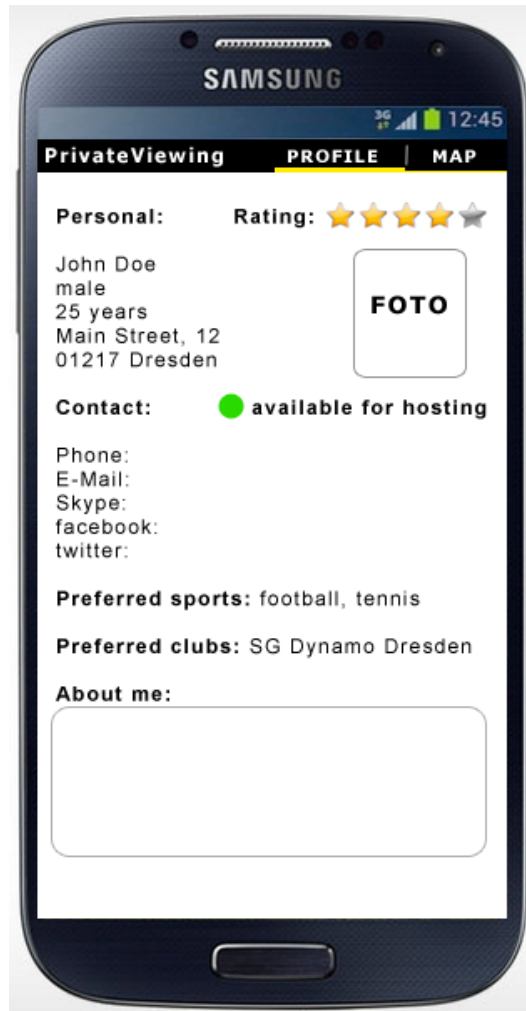
available for hosting or not

Clubs

About me

Ratings to see if users recommend someone or not





Android app

- Java
- local database
- gps location
- google maps

Server

- Google App Engine
- Python with webapp2
- REST API

- How often to update users location?
 - client / server
 - manual / automatic?
- How to implement user authentication?
 - own authentication method
 - third party authentication (OAuth,...)

- Building rough version of the client app
 - Basic functionality
 - Communication with server
- Plan & build server API
 - REST API
 - Local database
- Tuning the client app
 - Implementing rest of the client functionality
- Implement database storage to server app*
 - SQL database?
- Finalize the client app
 - Finetune the client application