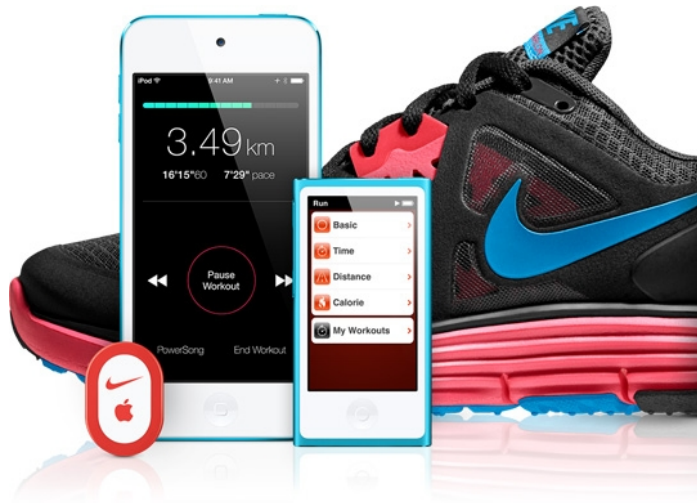


Application Development for Mobile and Ubiquitous Computing

Seminar Task First Presentation

Group No.16

Members: Sun, Jun & Xiao, Zhen



Nike + iPod



Android



MUSKRAT

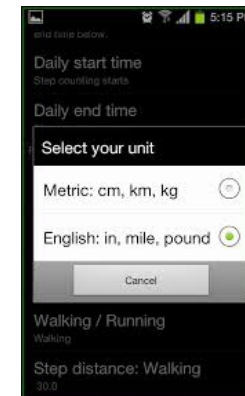
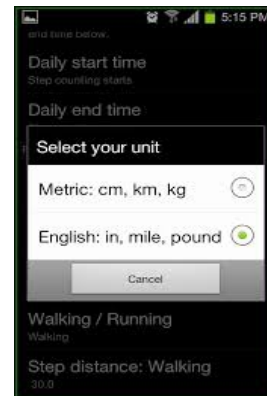
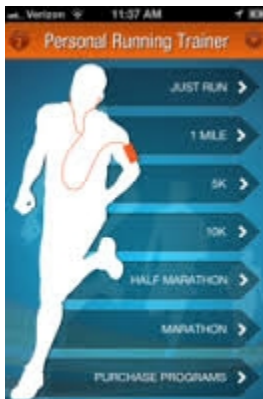
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Scenario:

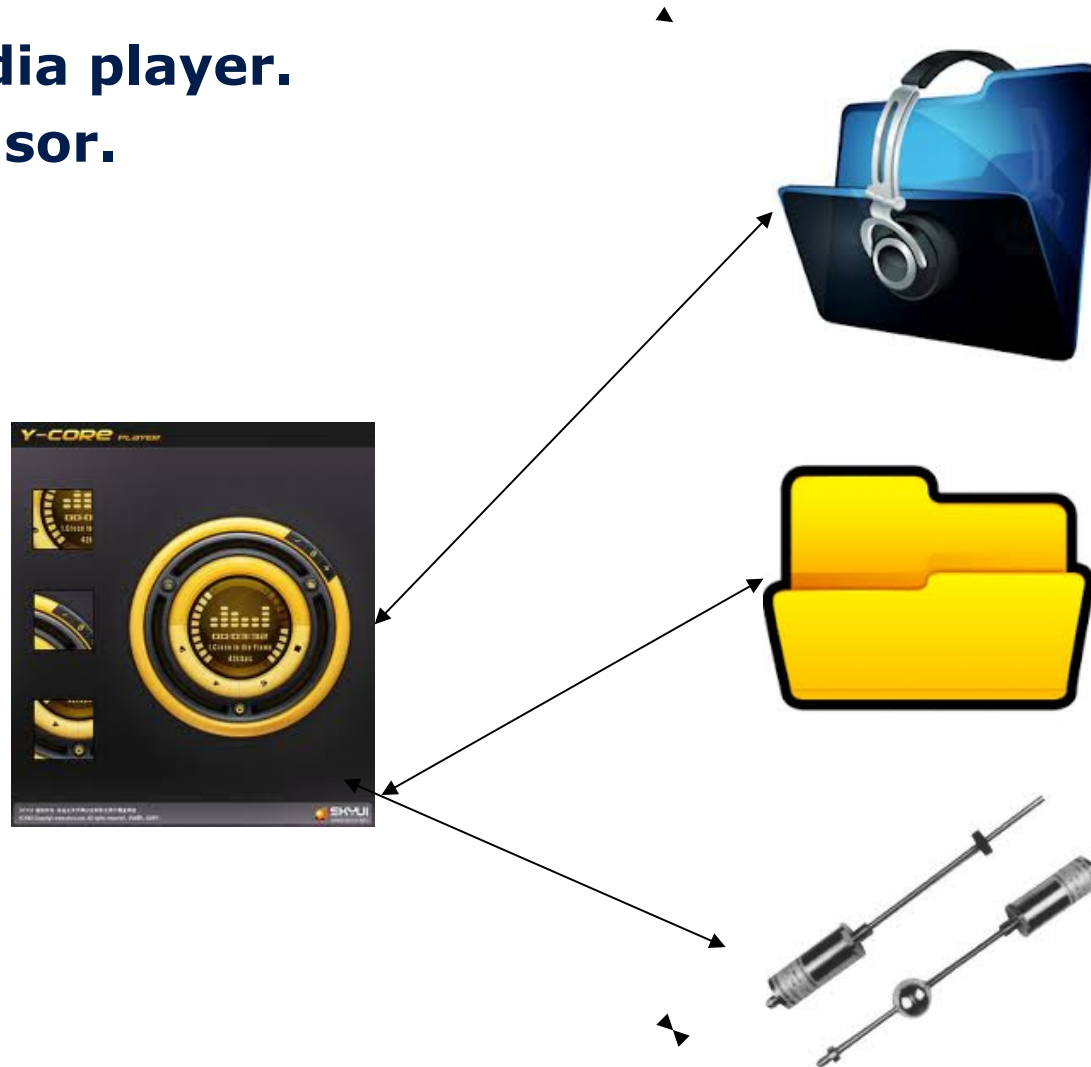
- **Users view running statistics, such as speed, time and length.**
- **Application plays appropriate music according to running statistics (speed, cadence ...) in real-time.**
- **Users manage their own settings.**

Use Cases:

- users can login and logout.
- the app can access to the music library in the mobile phone.
- users are able to select a special music for running.
- users can manage their data about running.



Media player.
Sensor.



Main challenges

- **How to access sensor data.**
- **How to manage user profiles.**
- **How to automatically switch music according to the user's setting.**
- **Compatibility.**

01.11.2013----18.12.2013

- **Setting up working environments**
- **Application development**
- **Application test**

21.12.2013----25.01.2014

- **Final test**
- **Release**