



Application Development for Mobile and Ubiquitous Computing

GetTogether

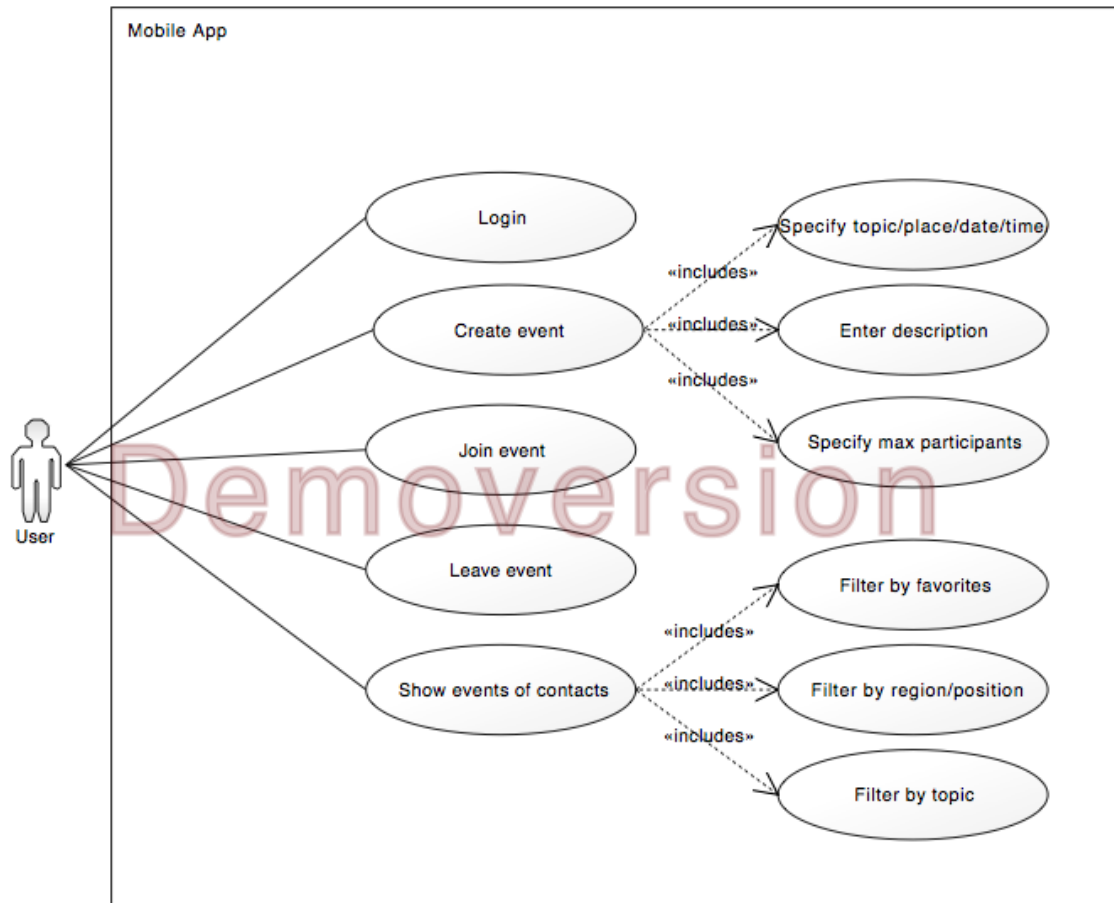
Second Presentation

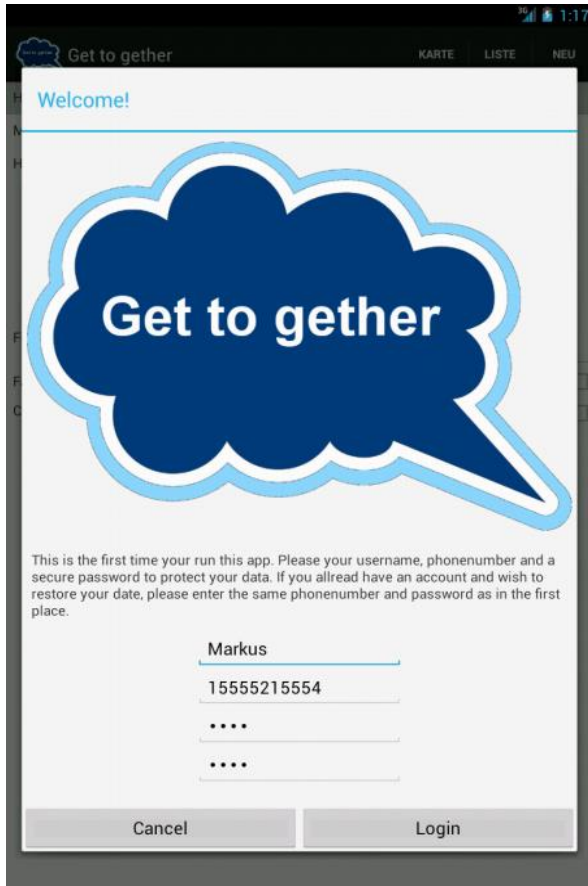
GroupNo. 04

Team: Markus Frank, Hannes Wendler



Mobile Android App to support the user in organizing and arranging spontaneous events together with friends





Get to gether

KARTE LISTE NEU

Welcome!

Get to gether

This is the first time your run this app. Please your username, phonenummer and a secure password to protect your data. If you aliread have an account and wish to restore your date, please enter the same phonenummer and password as in the first place.

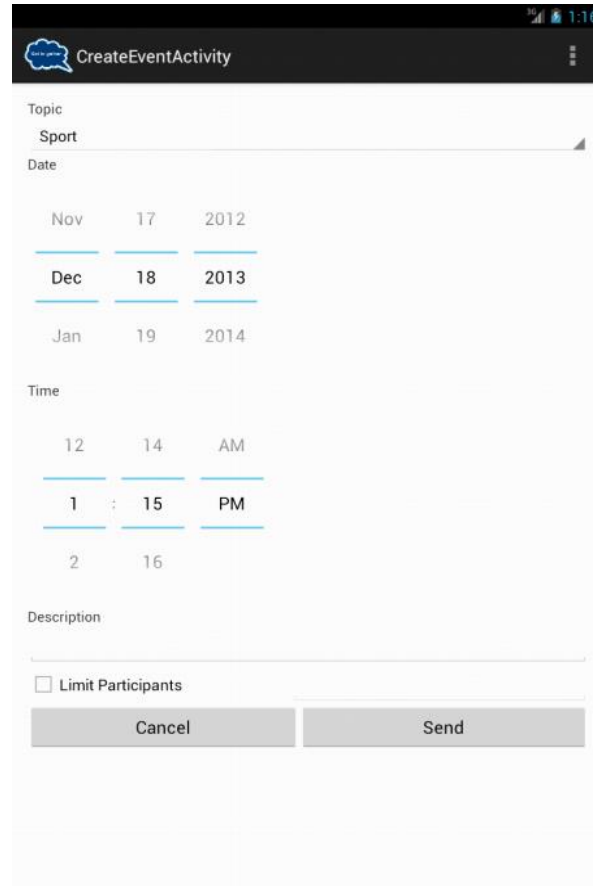
Markus

15555215554

....

....

Cancel Login



CreateEventActivity

Topic

Sport

Date

Nov 17 2012

Dec 18 2013

Jan 19 2014

Time

12 14 AM

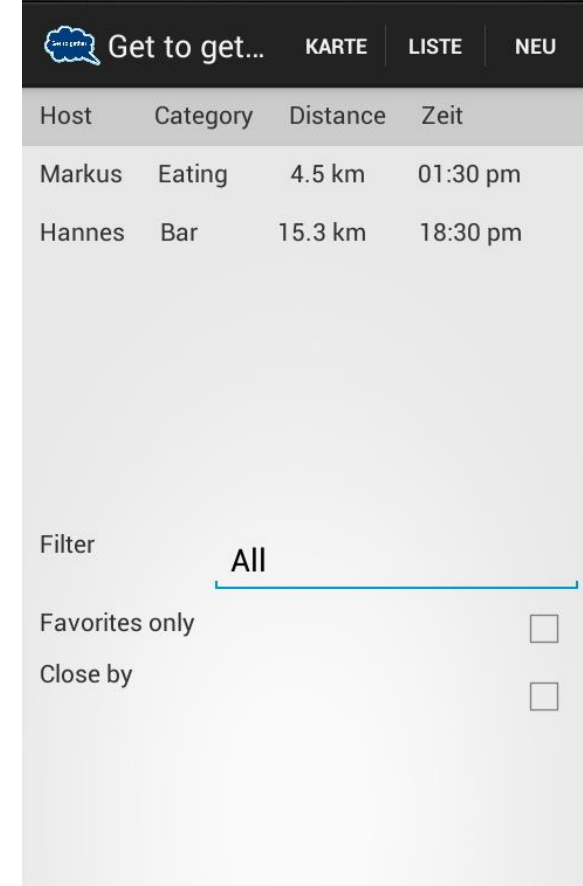
1 15 PM

2 16

Description

☐ Limit Participants

Cancel Send



Get to get...

KARTE LISTE NEU

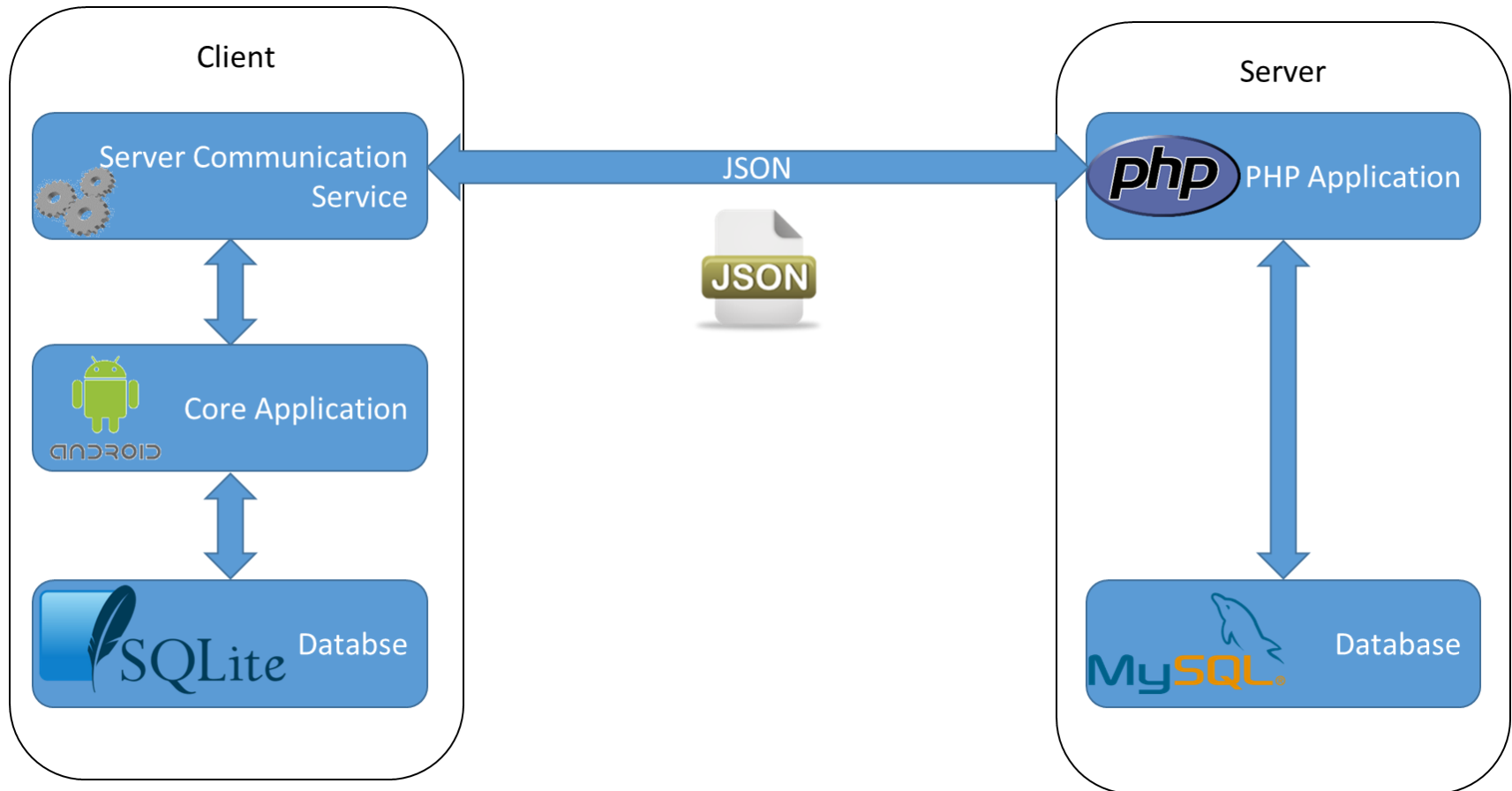
Host	Category	Distance	Zeit
Markus	Eating	4.5 km	01:30 pm
Hannes	Bar	15.3 km	18:30 pm

Filter

All

Favorites only ☐

Close by ☐



- **Connection**

- Provide basic functionality offline (Queue new events for further synchronization)
- Preload data when connection is available and store them locally (events of contacts, user data etc.)
- Compress exchanged data to reduce traffic

- **Usability**

- Slim and functional UI focussed on Smartphones
- Low level of typing interaction

- **Energy**

- Only lightweight computation on the device
- Only use GPS when necessary

- **Adaptation of application data**
 - Transformation: JSON for data exchange
- **Adapting access time and message delivery**
 - Queuing new events
 - Prefetching events of contacts
- **Physical context**
 - Location (User distance, push events, route planning)
 - Time (quiet times)
- **Personal context**
 - Adressbook
 - Phonenumbers
- **Change Events**
 - notifications about changes in attending events

- Since last presentation
 - Finalize Use Cases and Featurelist
 - Finish ERM and setup remote DB
 - Develop first prototype (GUI, DB connection)
 - Develop second prototype (with all basic functionality)
- Next Steps
 - 14.01.
 - Finalize second prototype (with all basic functionality)
 - 21.01.
 - Testing
 - Optimizing
 - 30.01.
 - Prepare final presentation