



Application Development for Mobile and Ubiquitous Computing

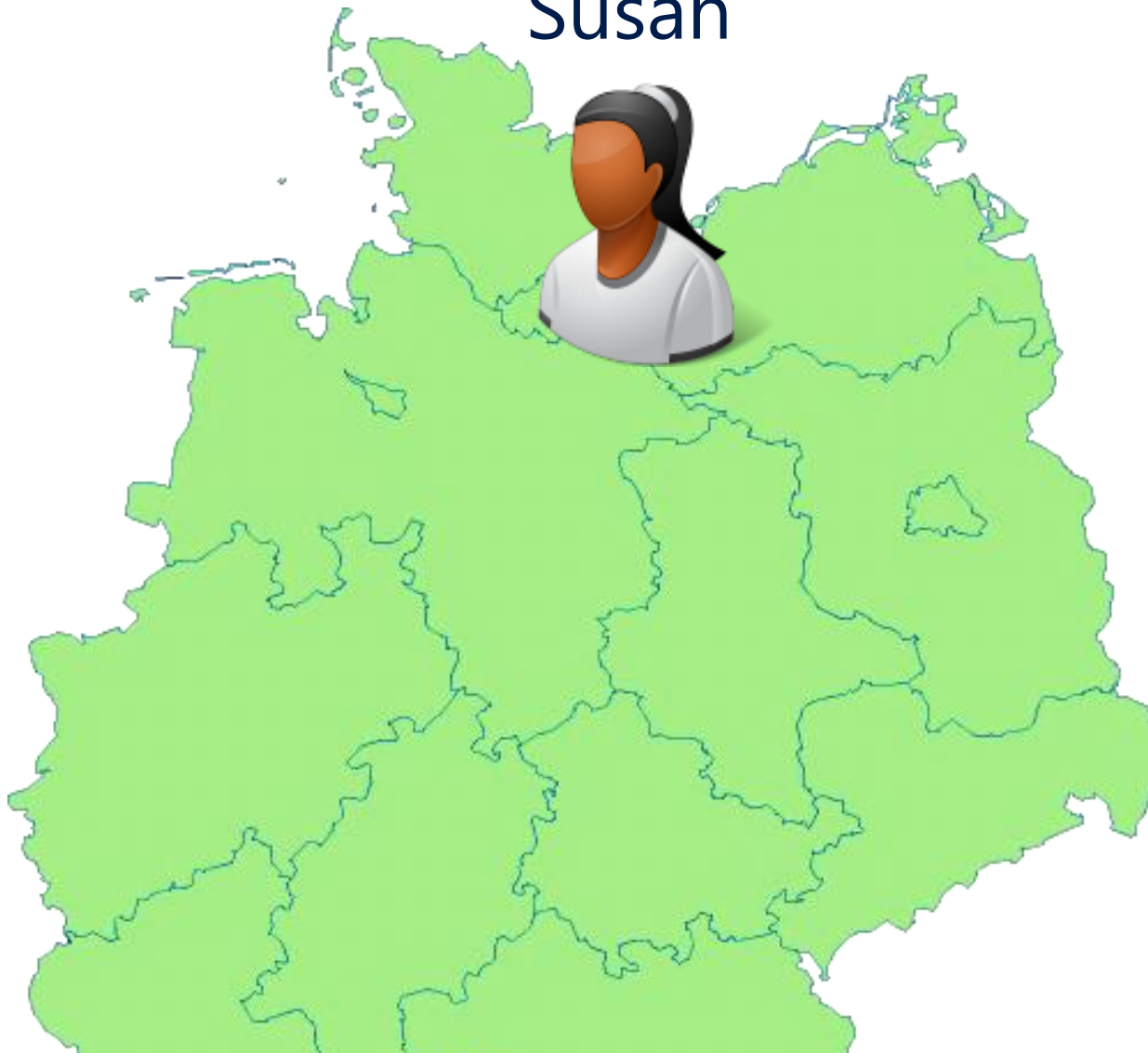
Seminar Task

Second Presentation

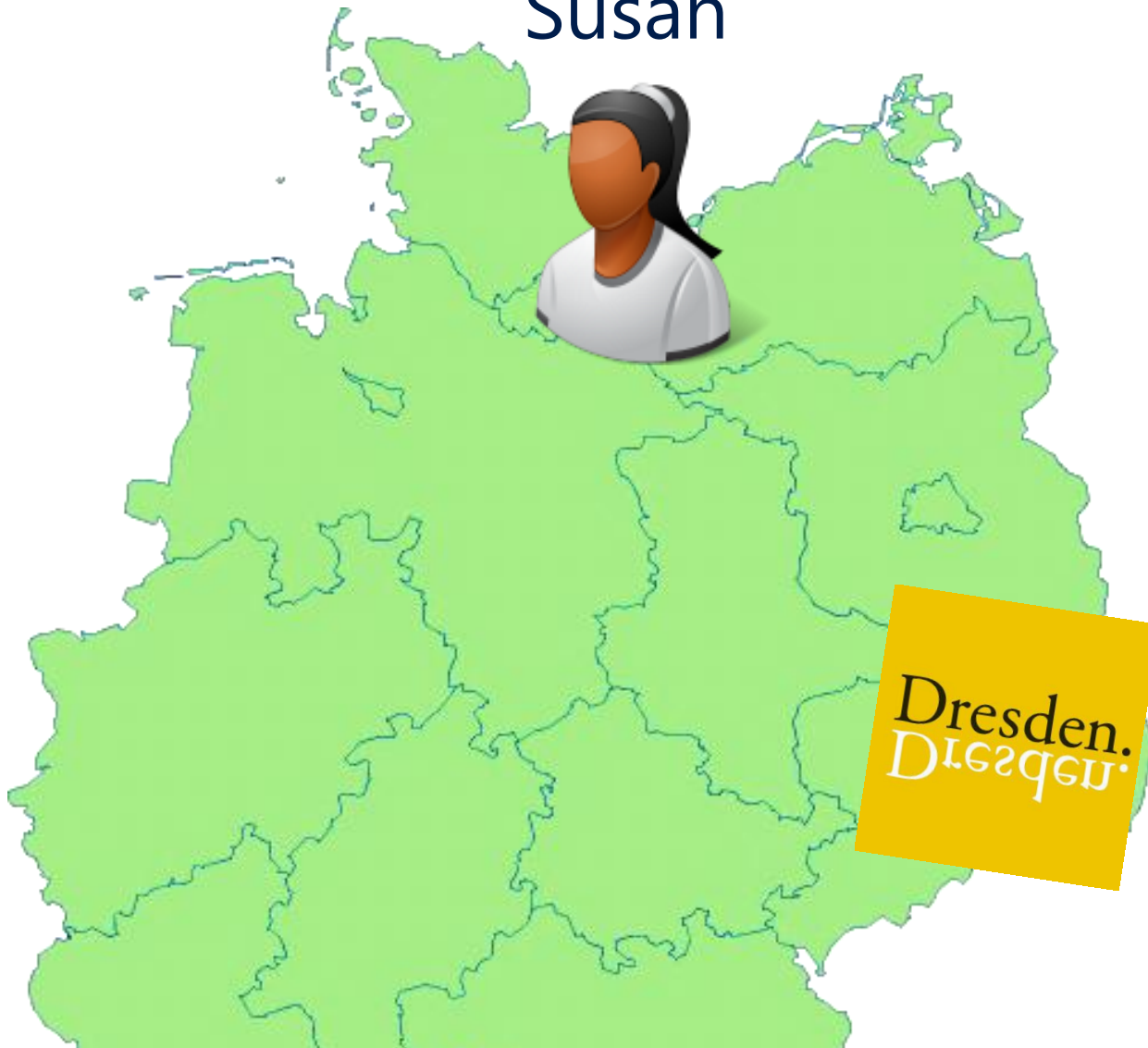
GroupNo. 6

Team: Paula Schöley, Sebastian Müller

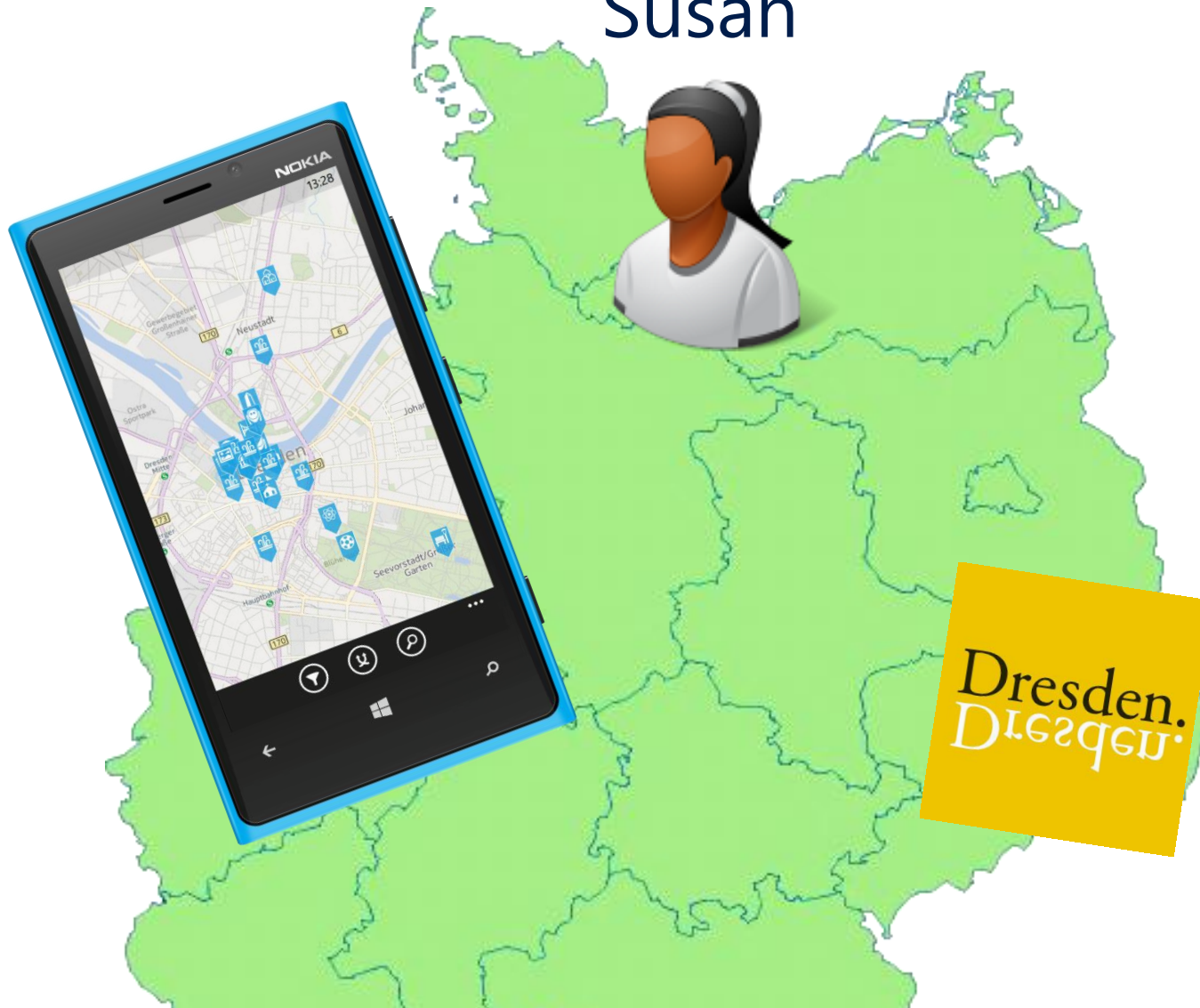
Susan



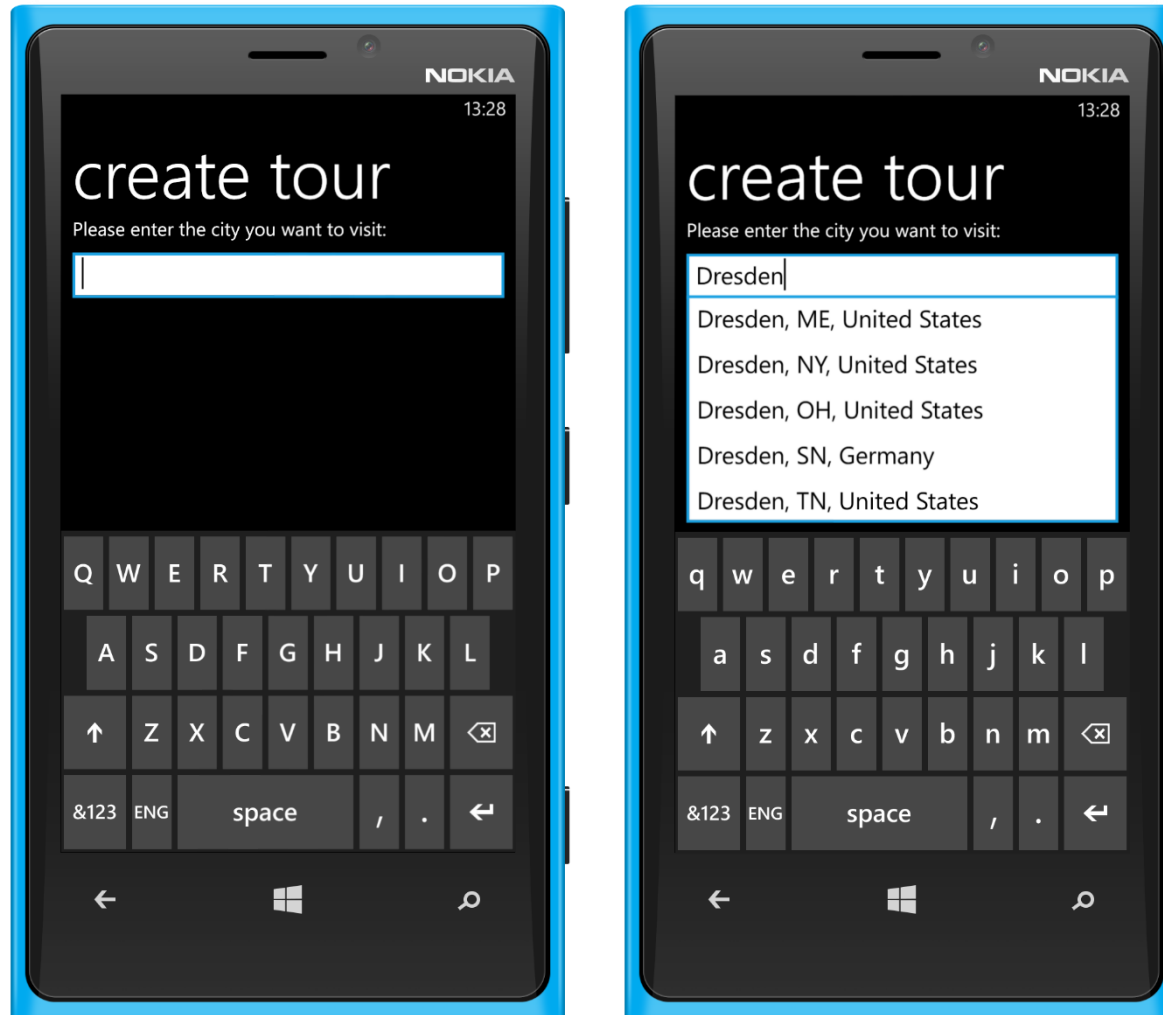
Susan

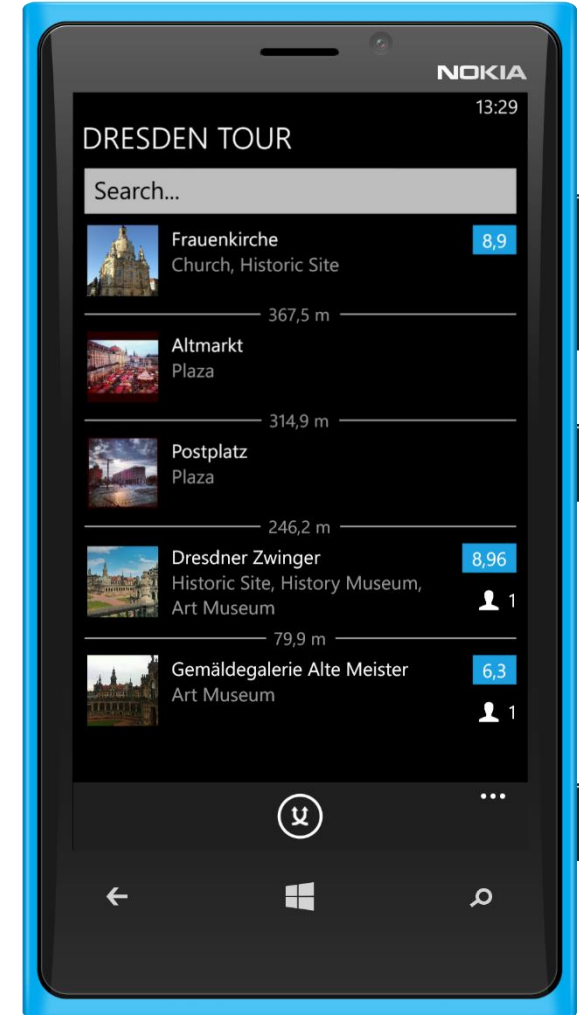
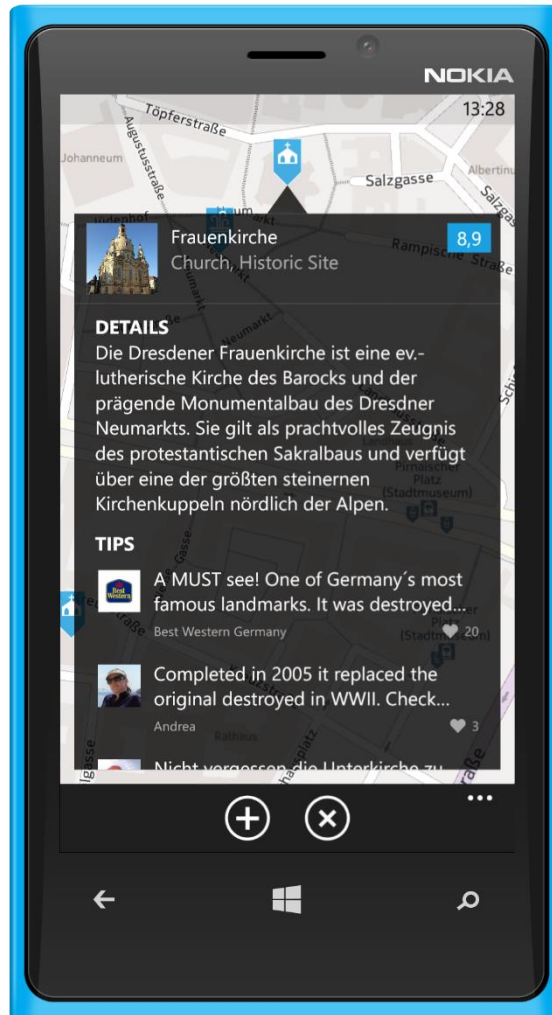
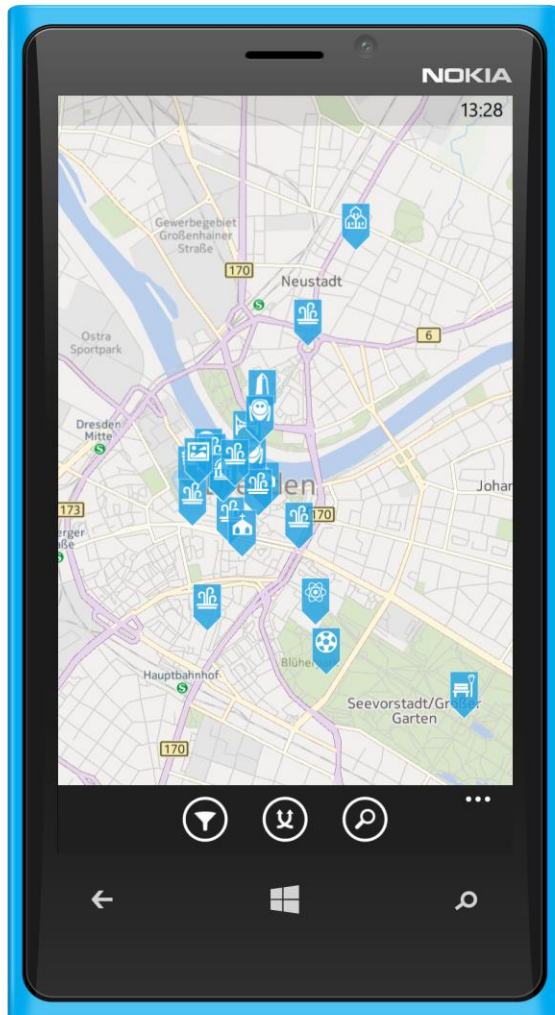


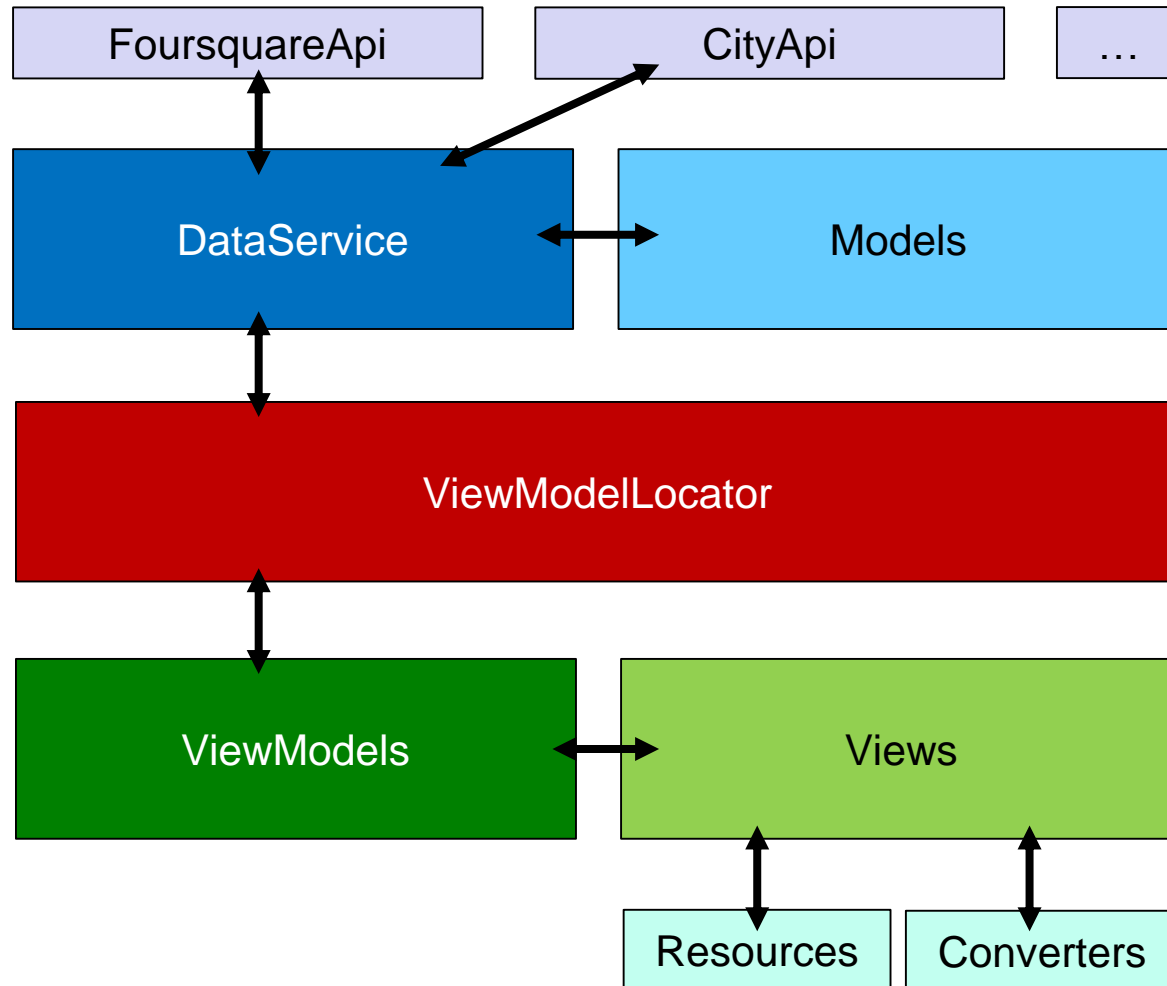
Susan











- Offline availability
- Only request data which is necessary
- Usability
- Form factor

- Adaption to screen resolution
- Offline context
- Live location

- ✓ **1. Initial phase**
 - Check practicability
 - Create work packages and prioritize
- ✓ **2. Take off phase**
 - Mockups with dummy data
 - Basic functionality
- 3. Implementation phase (~5 weeks)**
 - Full implementation
 - Implement low-prioritized optional functionality
- 4. Touch down phase (~2 weeks)**
 - Lots of testing and polishing
 - Prepare release
 - Final presentation