



Application Development for Mobile and Ubiquitous Computing

Seminar Task First Presentation

GroupNo: 12

Team: Maximilian Hartig, Matti Leydecker

- Calisthenics: functional fitness without weights, mostly outdoor
- Often done in groups, very social activity
- Needs some sort of equipment



- Goal: Connect people who want to do functional fitness
- Problem: where to find spots with like-minded people, bars, etc.
- Solution: Create a map that contains all the spots contributed by users

- Client:
 - Android application using Google Maps API
- Server:
 - Remote Webserver, Google App Engine
- Data transfer:
 - JSON
- Database:
 - SQLite



- Usability Challenge:
 - Build a UI with good User Experience on a small screen

- Connectivity challenge:
 - Cope with bad connection
 - Limited bandwidth
 - Locate the user even when moving

- Offline Challenge:
 - Unforseeable disconnections
 - Provide data anyway

- First phase:
 - Get to know Android SDK
 - Choose Webserver and protocols
- Second phase:
 - Requirement analysis
 - Use cases
 - Concrete project goals
 - Start implementation
- Third phase:
 - Finish implementation
 - Debug & Test