



Application Development for Mobile and Ubiquitous Computing

Seminar Task First Presentation

GroupNo. 13

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Working title

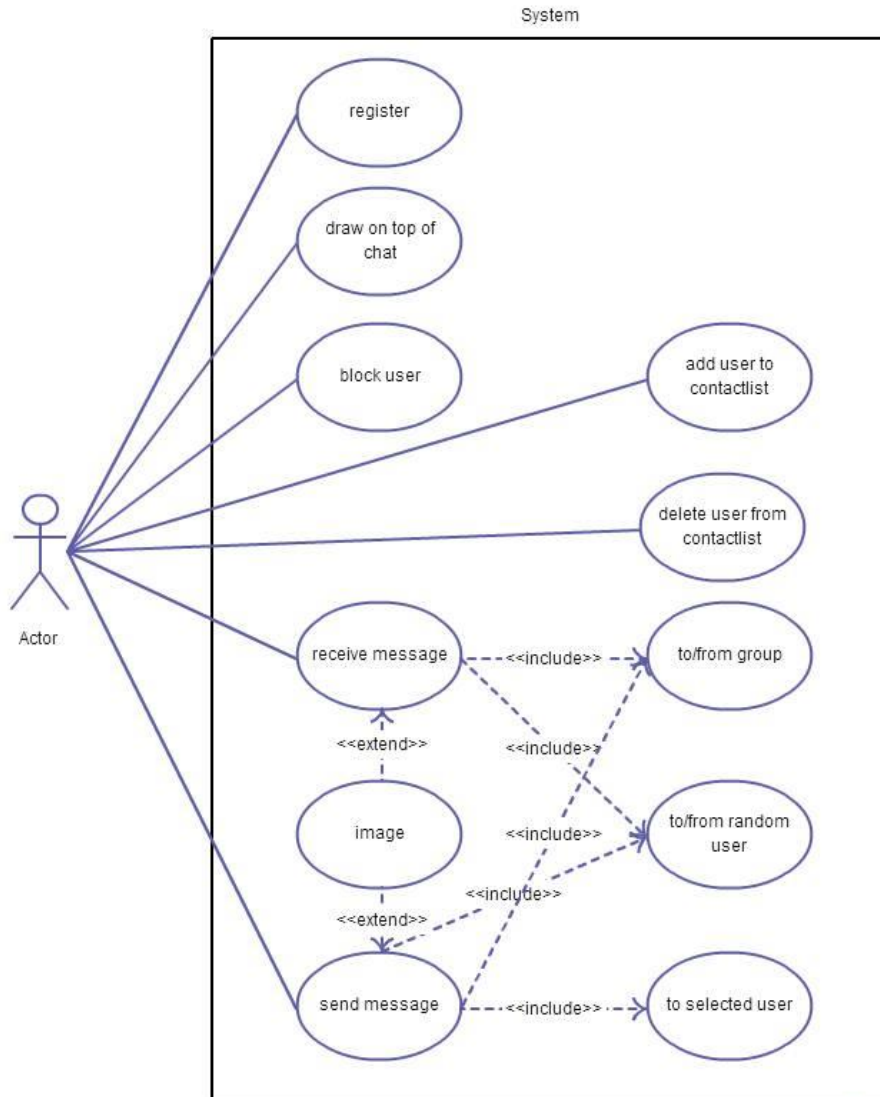
SAM – Super Awesome Messenger

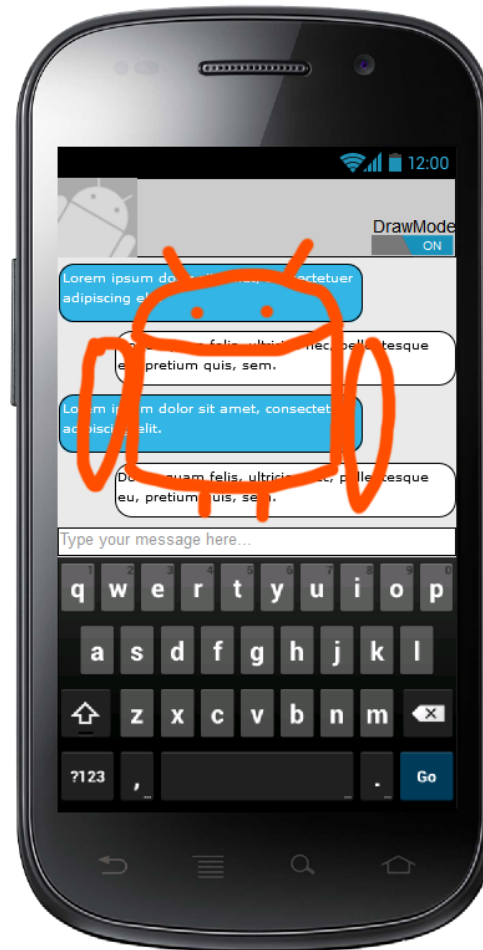
Goal

Create an IM which provides basic messenger functions with additional unusual features

- Basic
 - Messaging
 - Presence

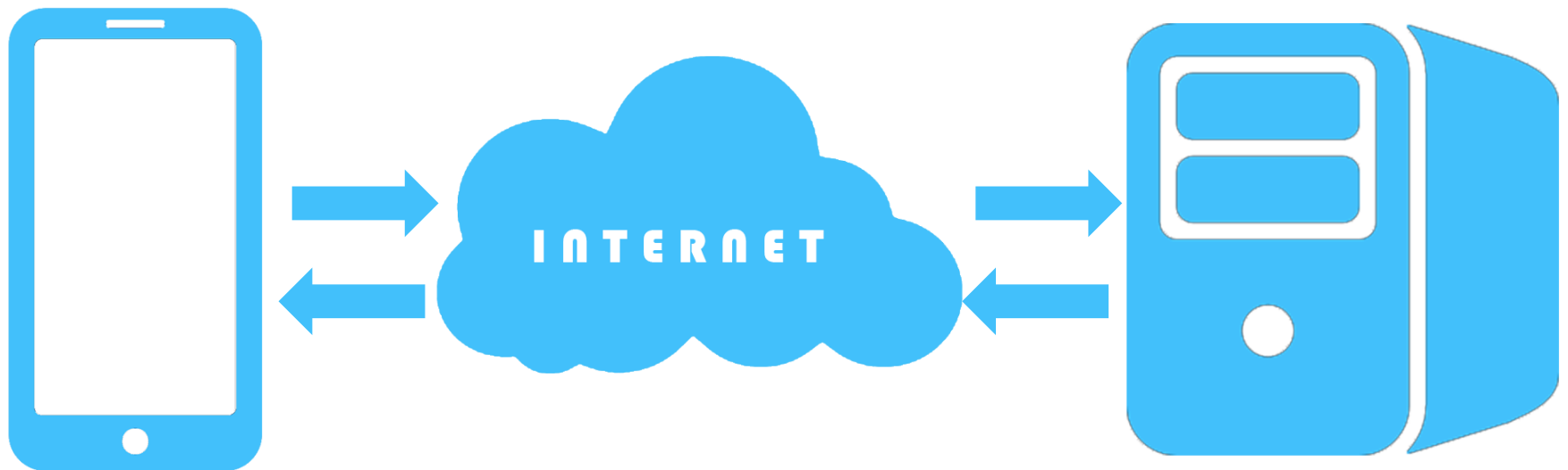
- Unusual/Special
 - Draw on top of user chat
 - Message random user
 - Serverless messaging





- Android
 - API level 19
- (a)Smack framework for XMPP utilization in Java
 - version: latest
- XMPP for messaging and presence
 - version: latest





- Connectivity/offline challenge
 - Serverless messaging

- Form factor
 - Scalability for different screen resolutions
 - Efficient storage management

- Usability
 - Support of at least two languages
 - Text to speech

- 14.11.2014 familiarize with (a)Smack library
- 28.11.2014 first prototype
 - server registration
 - transmit messages
- 12.12.2014 refine prototype
- 18.12.2014 finish second presentation
- 29.01.2015 finish final presentation
- 29.01.2015 finish App