

Application Development for Mobile and Ubiquitous Computing

reMYnd_PLACES
First Presentation

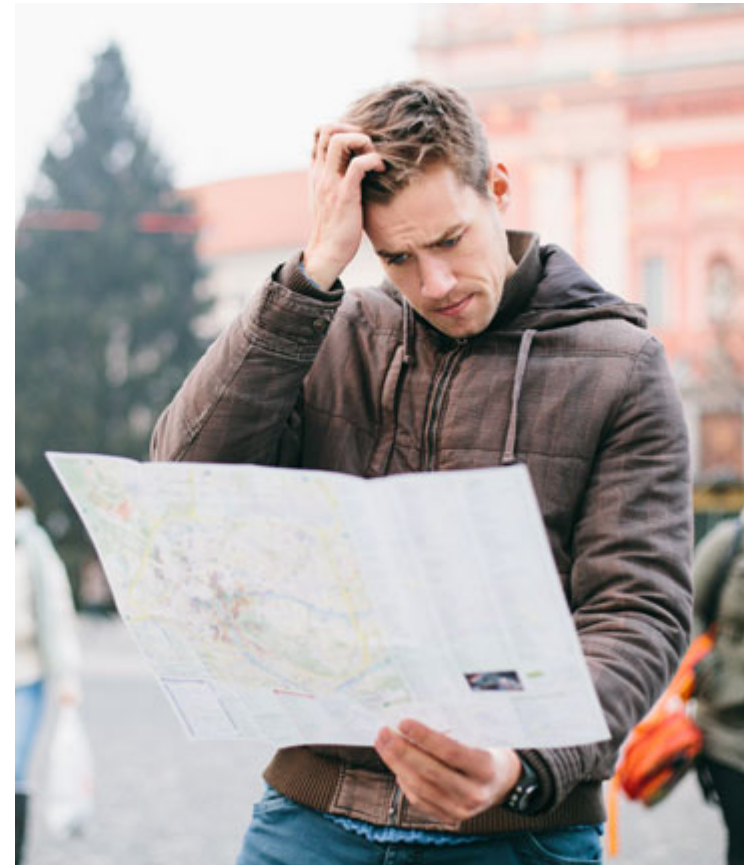
Group 1.
Team: Olga Davydkina,
Oleksiy Pitkin

Dresden, 30.10.2015



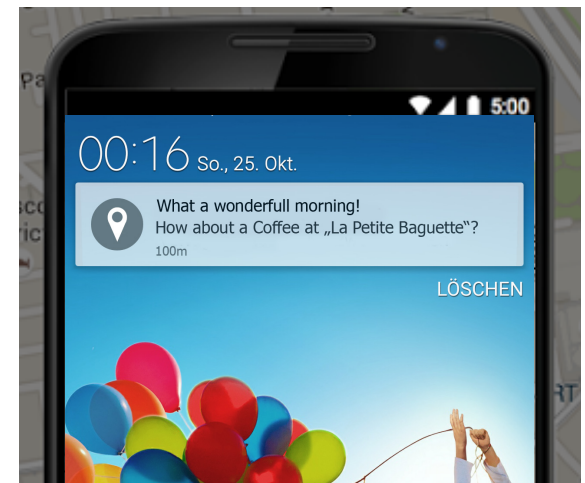
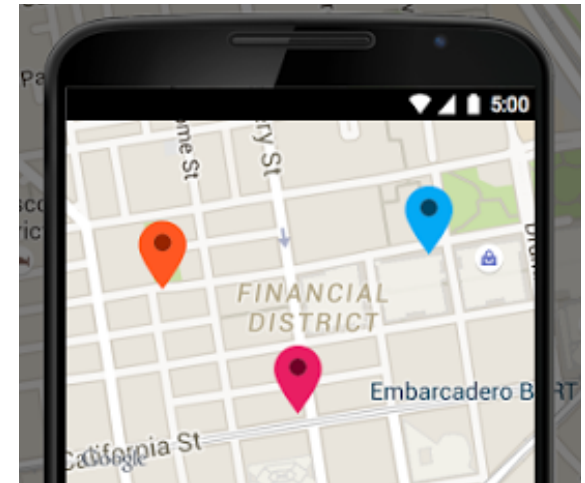
Imagine you go to Rome to visit someone...

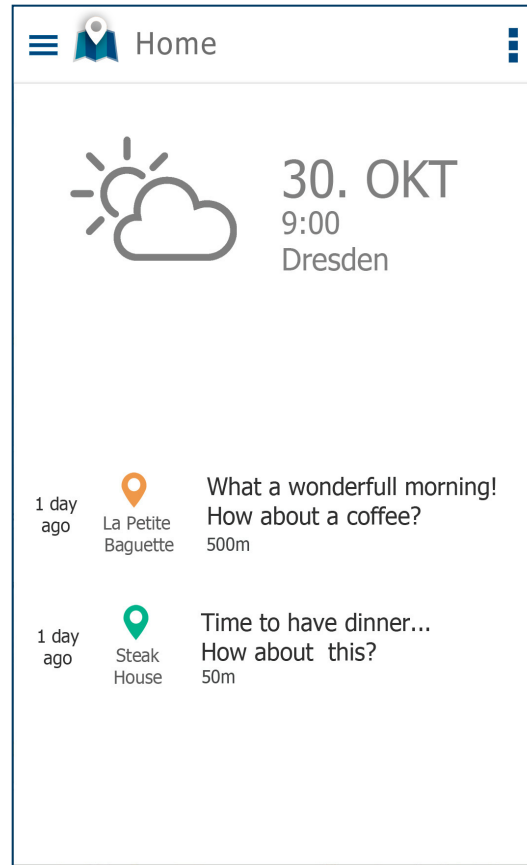
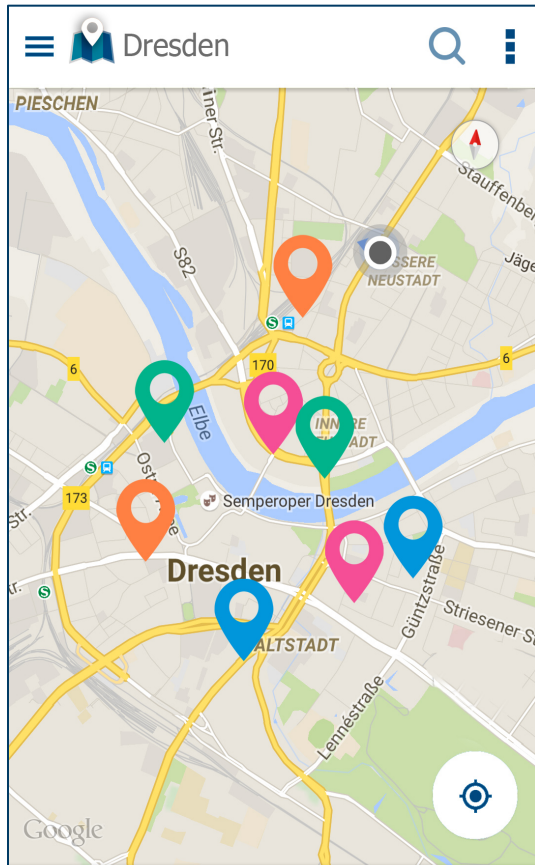
- You always wanted to visit that special place (shoe shop, museum, street etc..) but you would never go to Rome just for this reason...
- Use the opportunity and don't miss it!



Use **MyPlaces App** to...

- Make **lists** of your **special places** to visit, locate them on the map view and organize them
- Let the app notify you as soon as you get close enough to one of your **special places**, so you don't miss or forget it ...
- Let the app offer your **special places** based on the day time, weather and you location

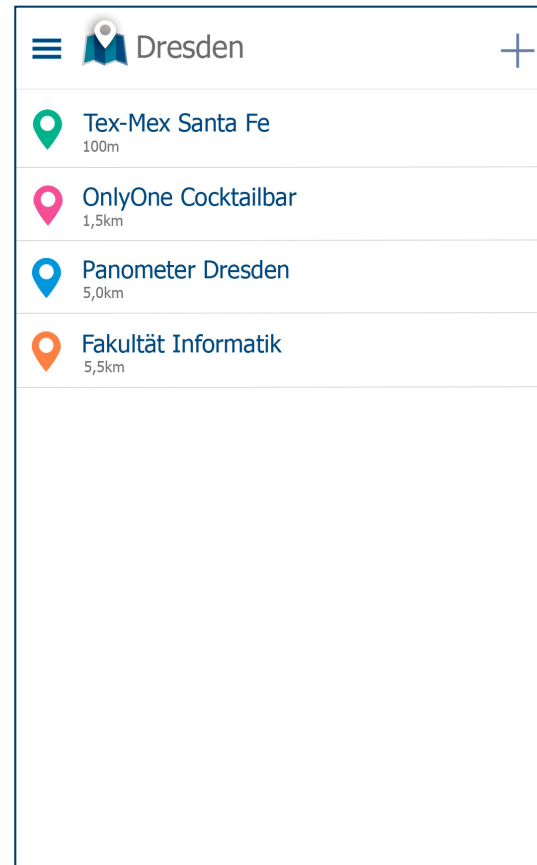
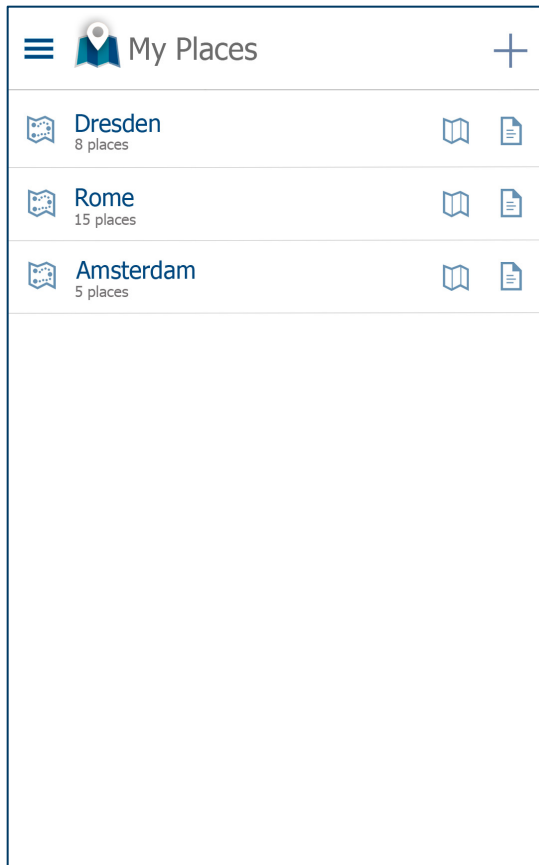




Create **maps** and
organize **places** in it
Let the app sort
them for you

Watch your **places**
on the map and
filter them

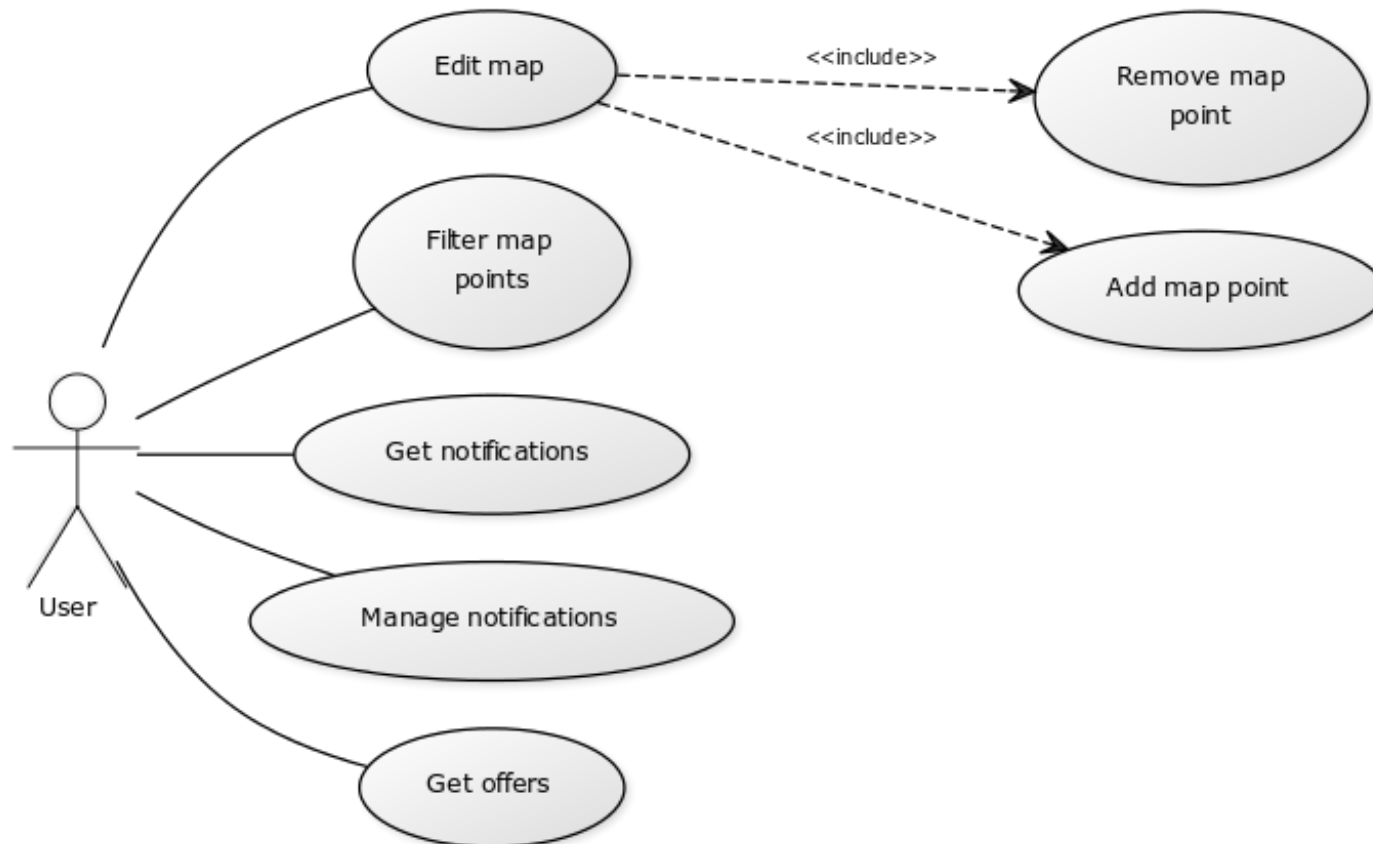
Manage and get
notifications



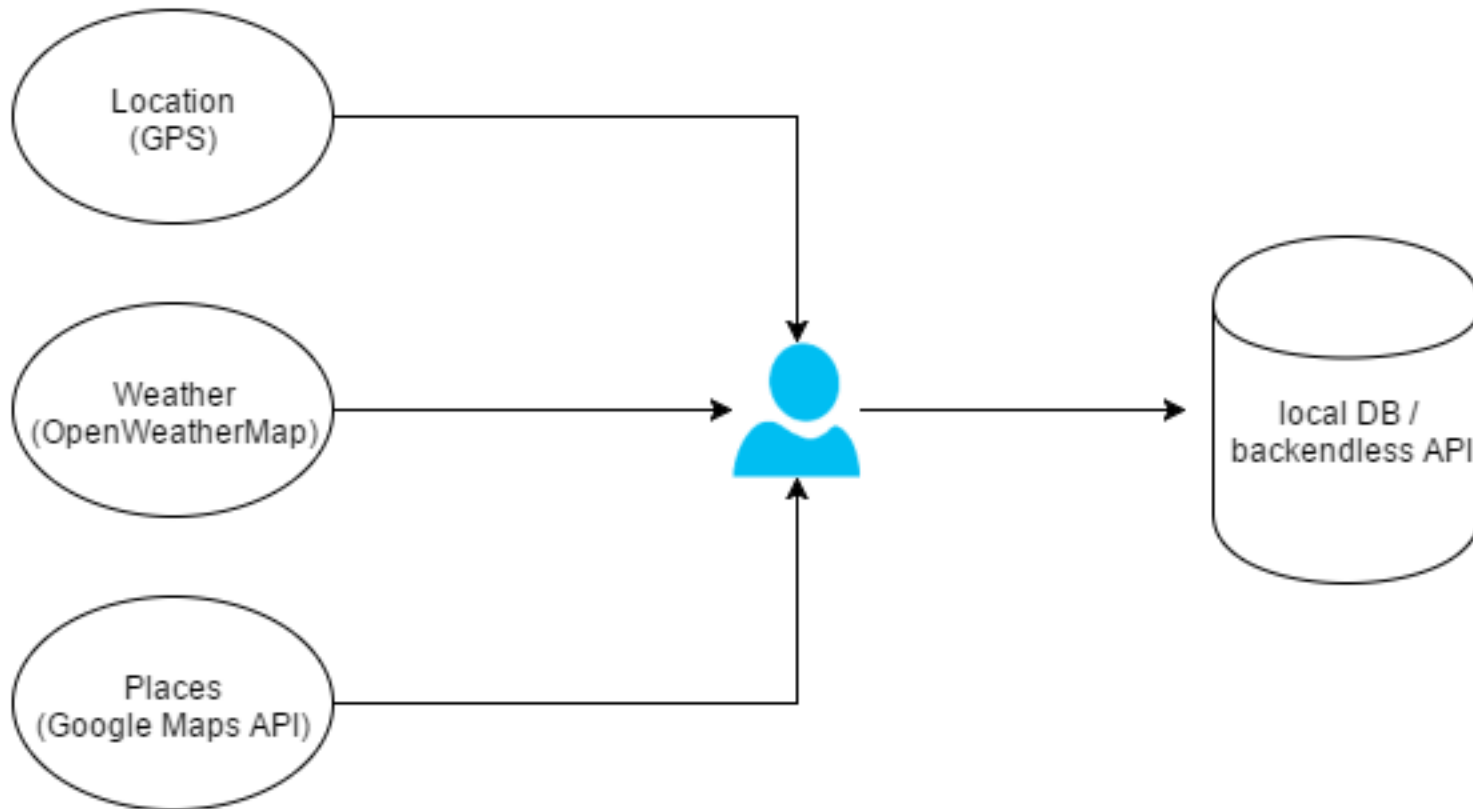
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- Android OS (Android Studio)
- Google Maps API/ Google Places API
- Open Weather Map
- GPS for location tracking
- Local DB/Backendless API



Offline use

User can use function of the application offline

Usability

Interface is clear, intuitive and easy to use

Rationality of notifications

Sensible evaluation of users environment and offer of rational and helpful notifications

- First presentation - 29.10.2015
- UI Design - 20.11.2015
- Incorporation with APIs - 20.11.2015
- Adaptation concept - 11.12.2015
- First Prototype - 21.12.2015
- Begin testing - 11.12.2015
- Final presentation - 27.01.2016

