TECHNISCHE UNIVERSITÄT DRESDEN

Department of Computer Science Institute for System Architecture, Chair for Computer Networks

Application Development for Mobile and Ubiquitous Computing

Seminar Task First Presentation

GroupNo. 11

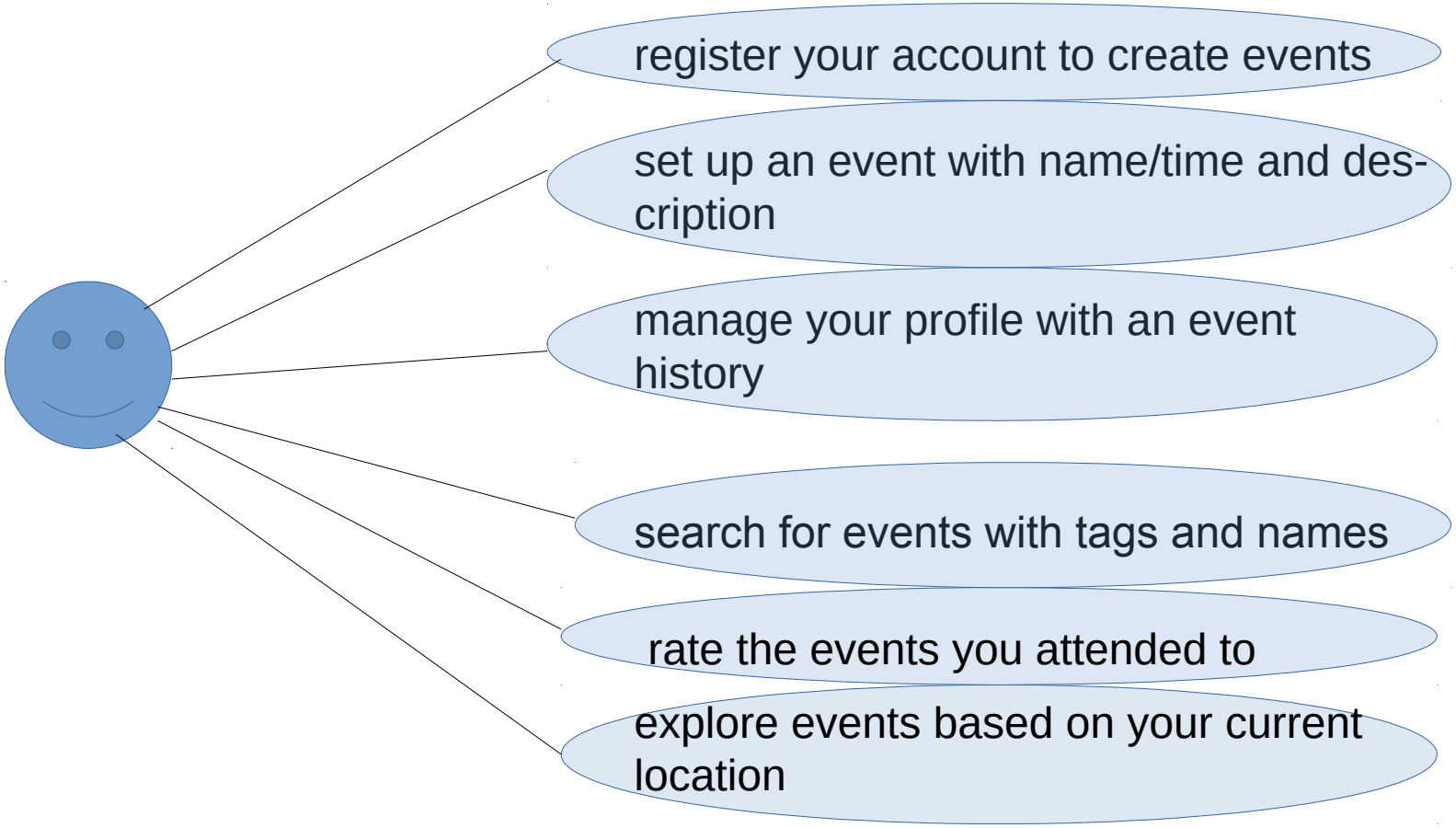
Team: Nicolas Fricke, Johannes Maresch

flashmeet

the 'flashmob' - a spontanious meetup by a group of people for a certain purpose.

- an application for meeting new people, finding new interests and exploring the city
- get to know the culture around you apart from books and guides
- get spontanious inspirations for your day

Application Scenario



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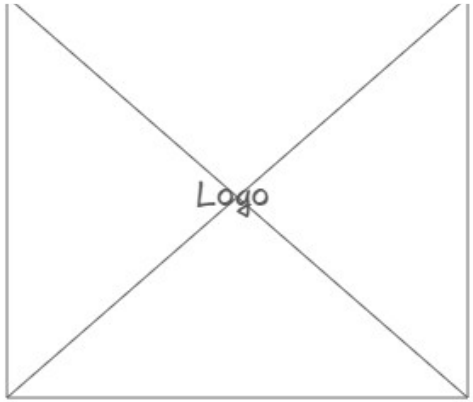

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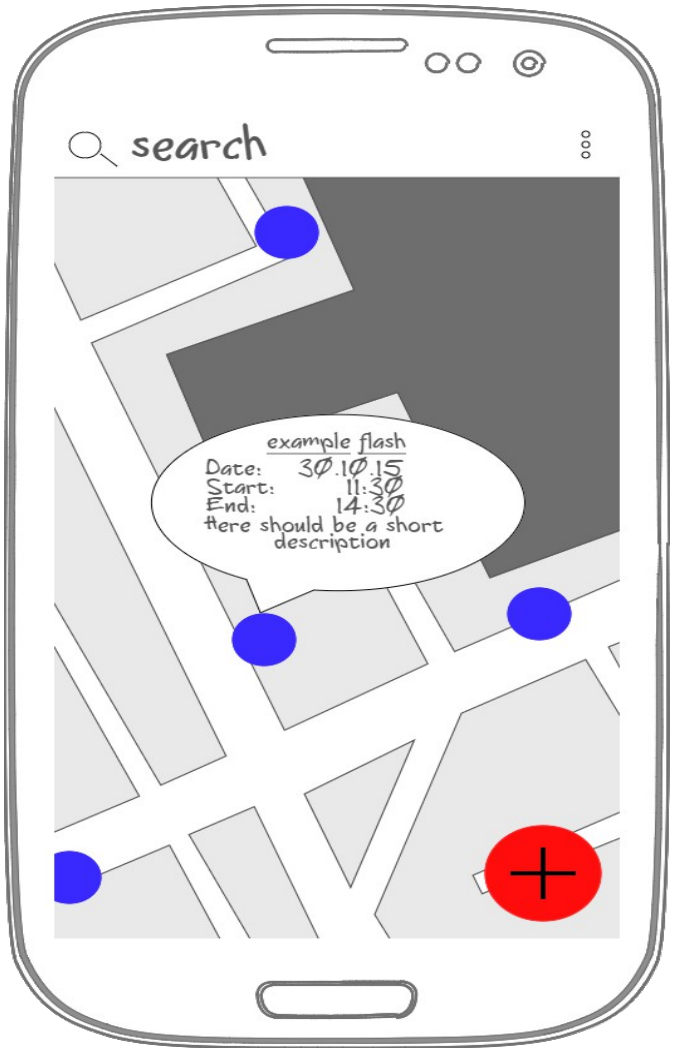

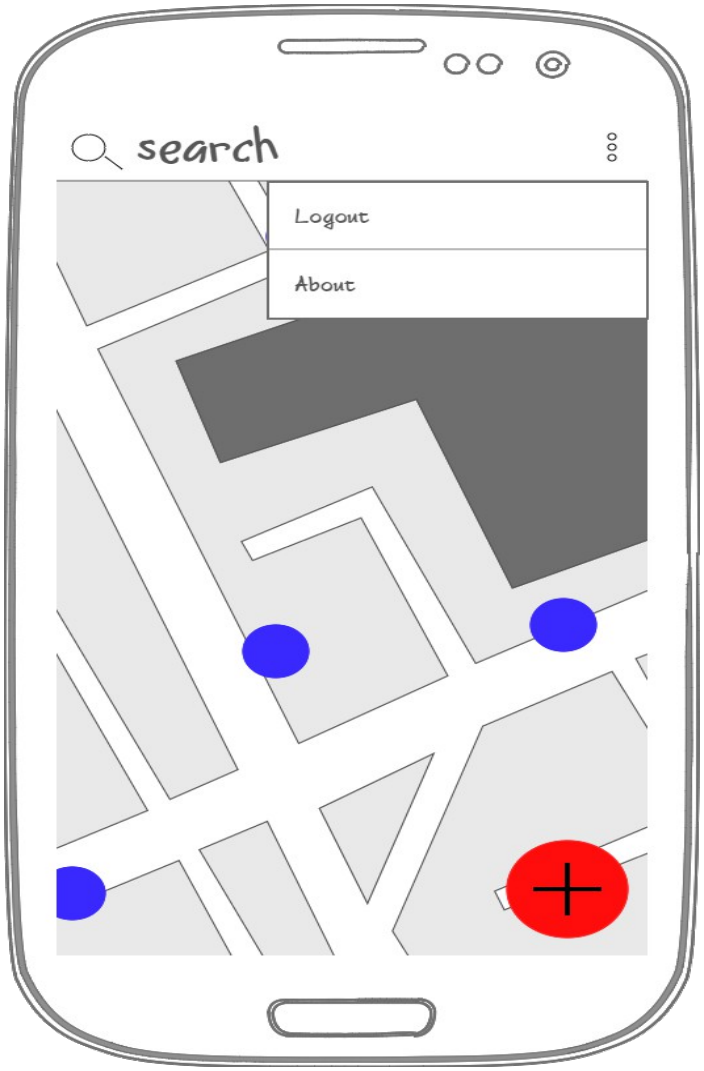

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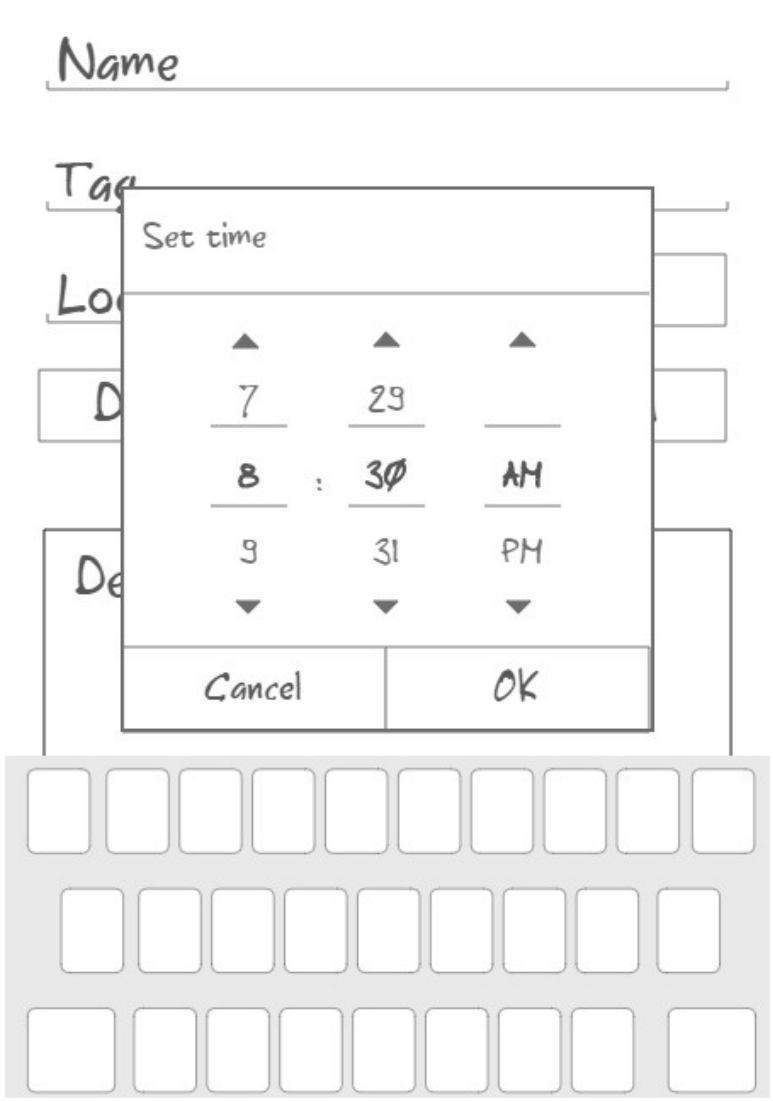

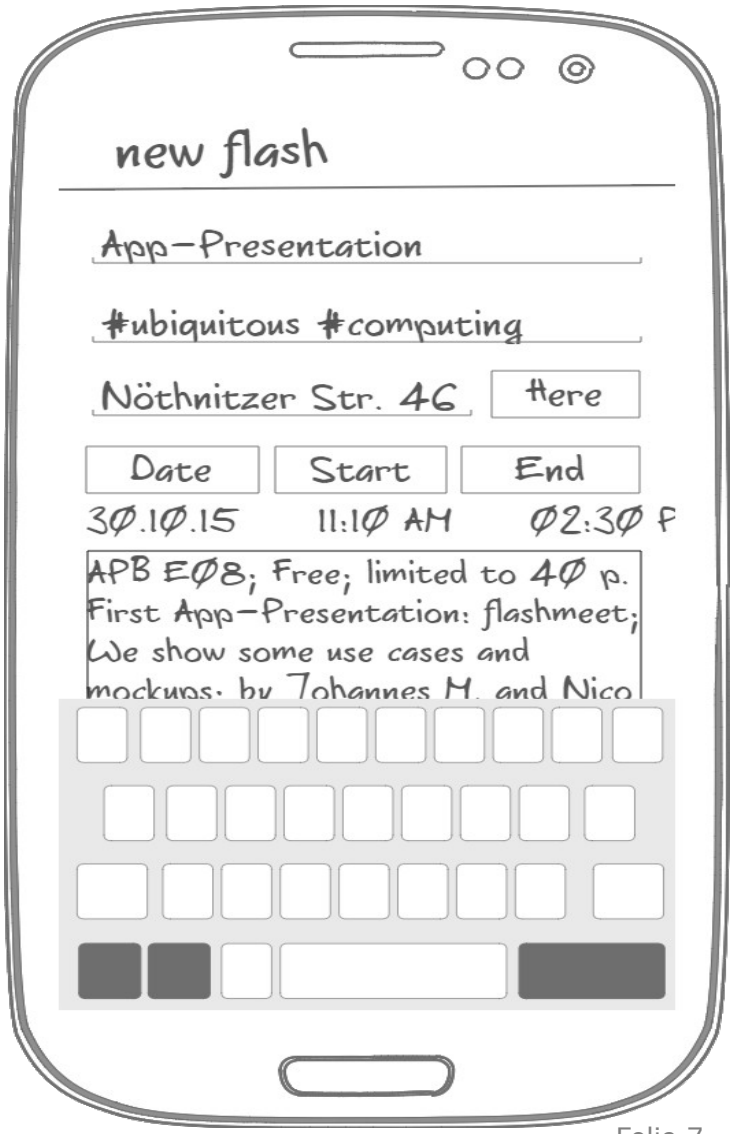

Technologies

- android application
- localization via wi-fi, gps etc.
- google maps api for localization of position
- google app engine
- storing of gps data and linked information on server

Challenges

Offline Challenge
- local storage of events via synchronizing

Form Factor Challenge/Usability
- heterogenity of devices: screen sizes, ui scaling

Connectivity Challenge
- only relevant data to client

Work plan

first phase
- finalize use cases/requirement analysis
- set up IDE
- get familiar with Android environment

second phase
- start implementation
- set up server/db
- implement cilent server communication
- design/implement UI

third phase
- finalize implementation
- testing&debugging
- continue implementation