

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



register your account to create events

set up an event with name/time and description

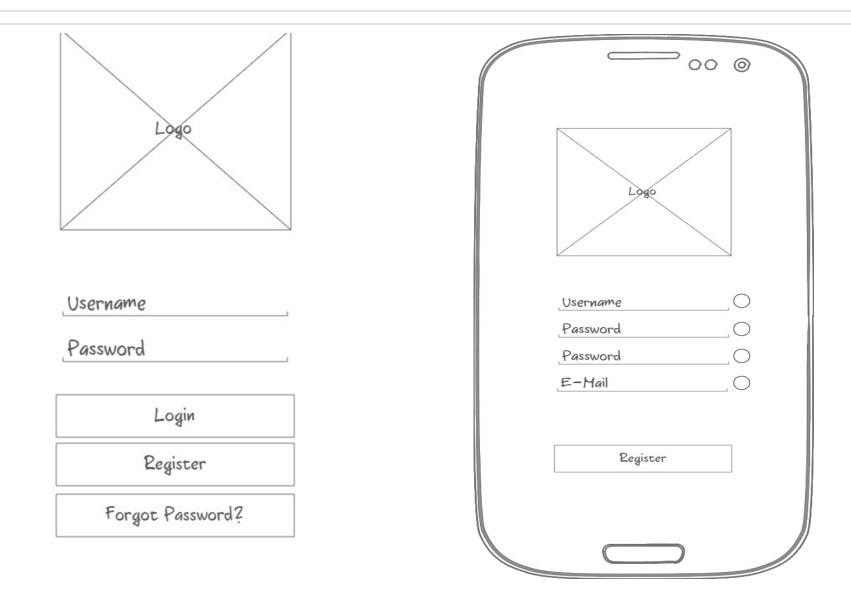
manage your profile with an event history

search for events with tags and names

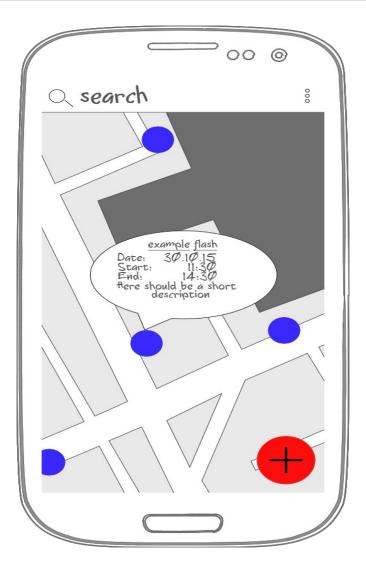
rate the events you attended to

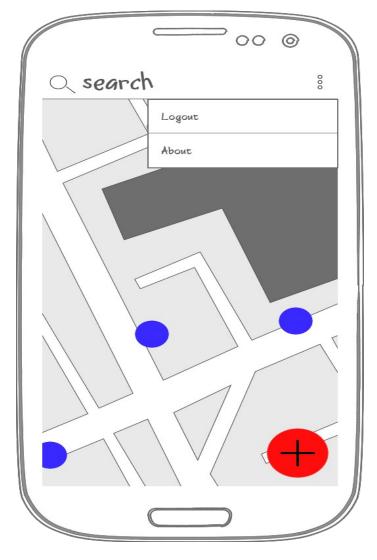
explore events based on your current location









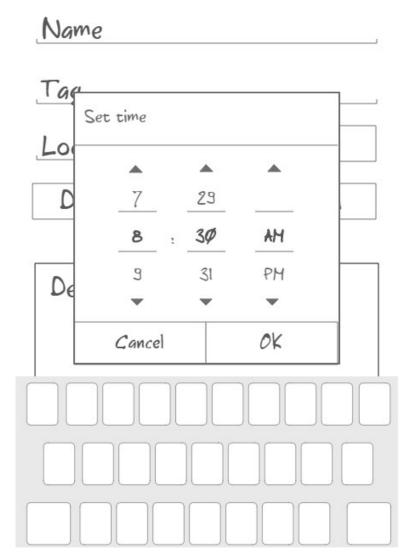




	oo @	
0	Party	000
	NAME:	
	TU-Party Start: 22:30	
4	Ø815-Party Start: 22:ØØ	
	TAG:	
	Unity-Dresden Start: 22:5Ø	
	xxxxxxx Start: xx:xx	
	XXXXXXXX Start: XX:XX	

00 @
new flash
Name
Tag
Location Here
Date Start End
Description





oo (@
new flash
App-Presentation
#ubiquitous #computing
Nöthnitzer Str. 46 Here
Date Start End
30.10.15 11:10 AM 02:30 P
APB EØ8; Free; limited to 40° p. First App-Presentation: flashmeet; We show some use cases and mockups. by Johannes M. and Nico



- 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



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



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