

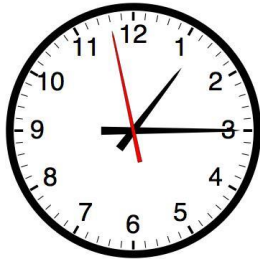


# Application Development for Mobile and Ubiquitous Computing

## Toggl Time Tracker First Presentation

GroupNo. 9

Team: Annemarie Seidel, Antje Schubotz



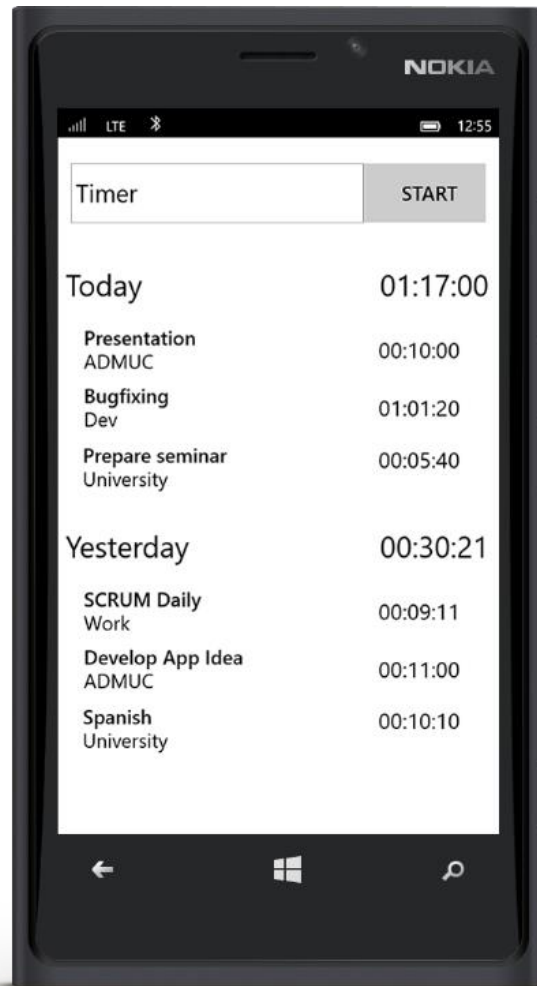
## Where has all my time gone?

Start tracking your time:

- in group projects
- at work
- before an exam

The benefits:

- stay on top of things
- less distraction, less procrastination
- time is money



- Register, login, logout
- Start, stop time tracking
- Edit tracked items
- Add, edit projects
- See list overview
- See statistics, reports

- Universal Windows Platform (C#, Xaml)
- Visual Studio
- Visual Studio Online (project management, Git)
- Toggl API (REST, JSON)



## Mobile computing challenges:

- Device adaption (mobile first)
- Offline challenge
- Usability challenge

## Additional context awareness features:

- NFC
- Geo fencing
- Calendar connection

- **30.10.15**: First presentation
- Create app concept
- Implement basic set-up
- Implement functionality iteratively
- **18.12.15**: Second presentation
- Continue implementation
- Testing, bugfixing and finalizing
- **29.01.15**: Final presentation

Thank you for your attention.