

Application Development for Mobile and Ubiquitous Computing

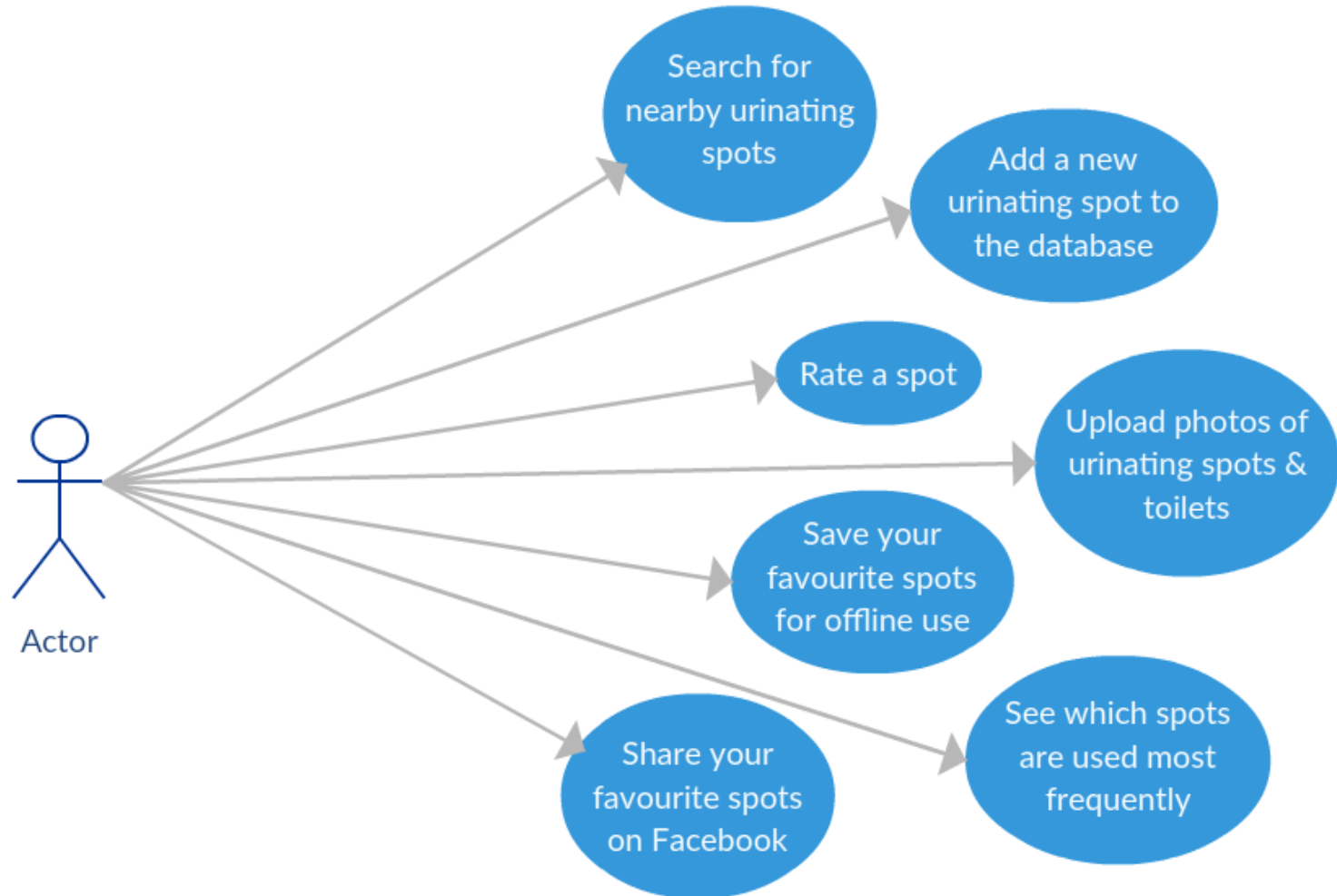
PeePal First Presentation

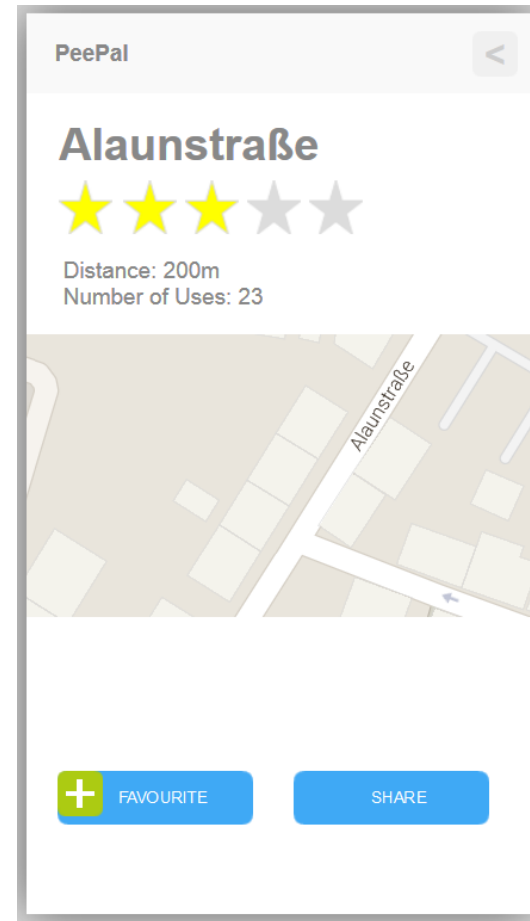
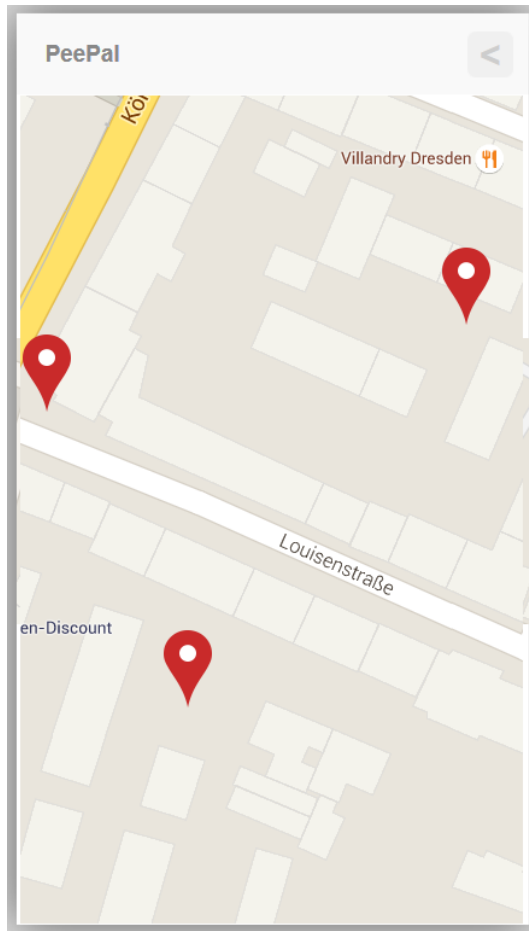
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- **Scenario:** You are on your way through the city and need to pee!
- **Problem:** It's hard to find good public toilets.
- **Solution:** Provide a list of nearby urinating spots and toilets.







- Client / Server Architecture
- **Client:**
 - Android application
 - Google Maps API
 - Facebook API
 - GPS for Location Tracking
 - HTTP Connection to Server
- **Server:**
 - Python
 - SQLite Database



- **Offline Challenge**
 - You can save your favourite spots for offline usage.
- **Connectivity Challenge**
 - Pictures & additional information are only shown if connection is fast enough.
- **Usability Challenge**
 - Adapt to user's location and show only nearby spots.

- November
 - GUI prototype
 - frontend implementation
 - construct database
- December
 - backend implementation
 - connect client and server
- January
 - testing and bug fixes
 - optimization