



# AroundTheCorner

## Application Development for Mobile & Ubiquitous Computing - First presentation

Group 16:

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Dresden, 30.10.2015



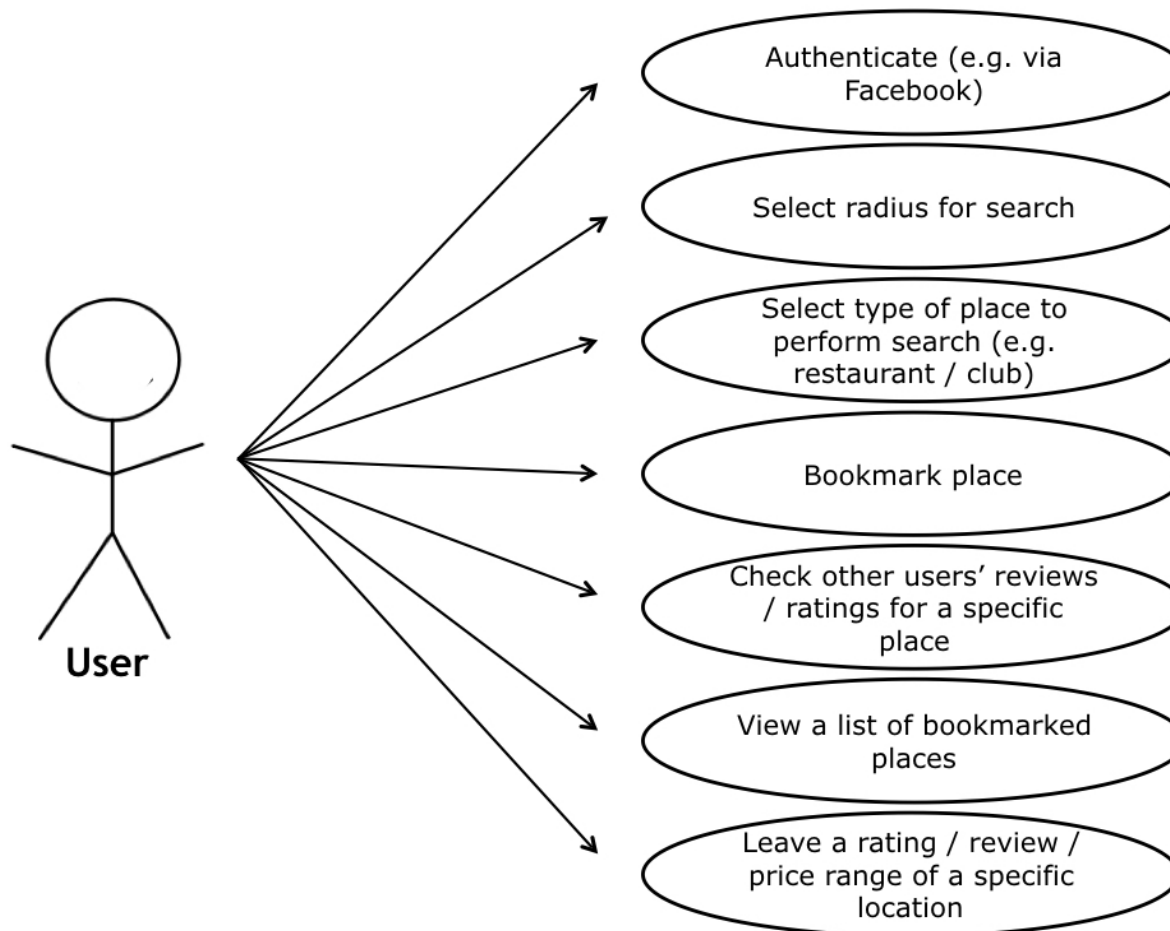
# App Idea / Scenario

- User is away from home / on the street
  - He / she is in the mood for:
    - dancing
    - a beer
    - a meal
    - a coffee

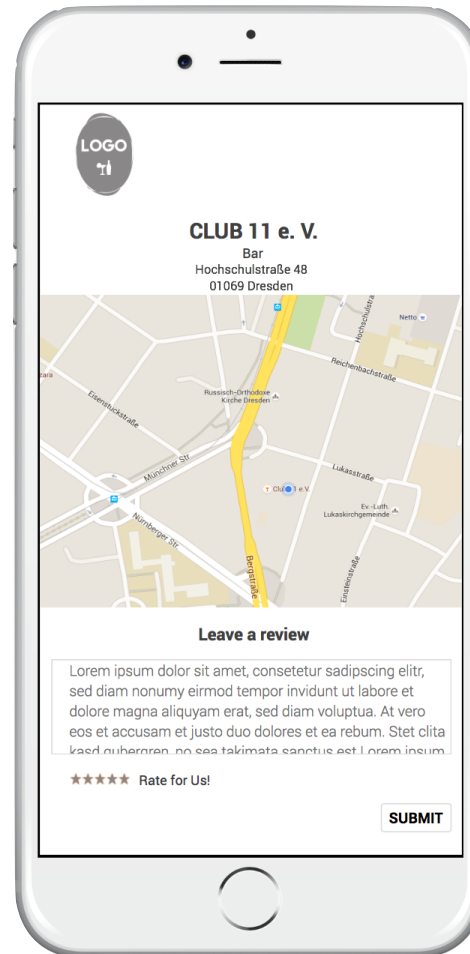
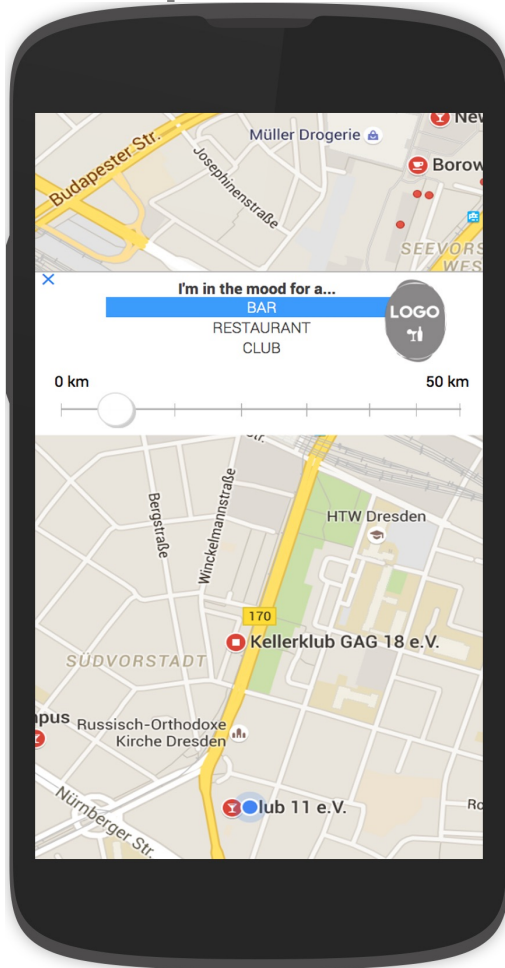
## **Our idea:**

- Based on user's location & type of place
- Present nearby places (matching type)
- Crowdsourced price ranges

# Use cases



# Mockups



# Challenges

## **Form factor challenge:**

- Context: detect device size

## **Adaptation:**

- Adapt to different Android screen sizes
  - Upcoming decision on what screen sizes to support
- (Adapt to different iPhone screen sizes)
  - 3.5", 4", 4.7", 5.5"
  - No iPad (for now)

# Challenges

## **Usability challenge:**

- Context: detect user's location

## **Adaptation:**

- Present map in detected user's location

# Challenges

## **Offline challenge:**

- Context: detect if app has / doesn't have access to the Internet

## **Adaptation:**

- Cache users' bookmarks offline
- Update cache with updated ratings / reviews when connectivity is restored
- Detect diffs / persist changed data in cache

# Technologies

-  Clojure — [clojure.org](http://clojure.org)

## Pending decision:

- [datomic.com](http://datomic.com)
- [postgresql.org](http://postgresql.org)
- [mongodb.com](http://mongodb.com)



- Frontend main goal:



ANDROID



## Technologies (secondary goal)

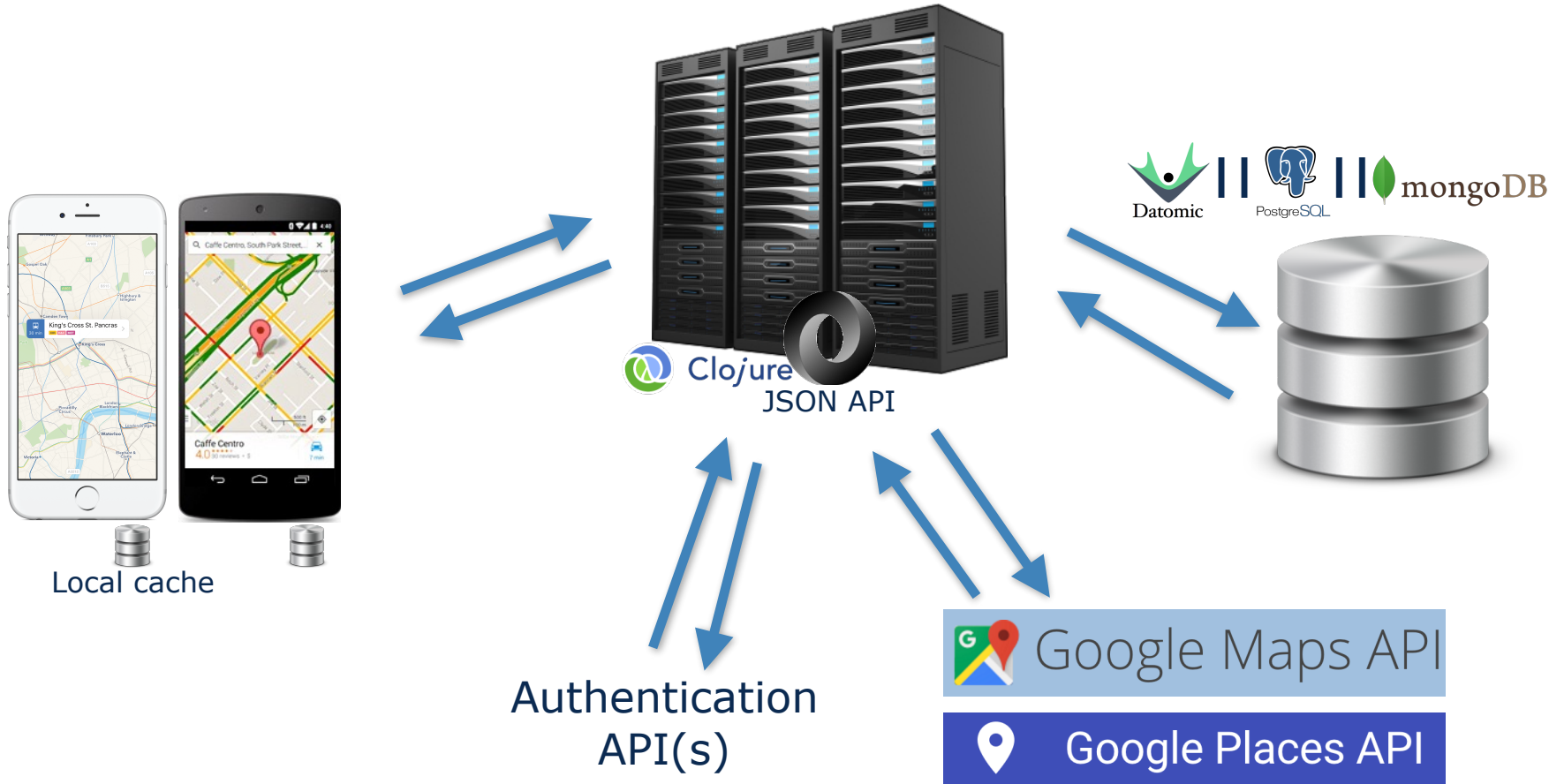
- React Native — [facebook.github.io/react-native](https://facebook.github.io/react-native)
- Clojurescript — [clojurescript.org](https://clojurescript.org)
- Om (Next) — [github.com/omcljs/om](https://github.com/omcljs/om)



- on  iOS!

- secondary goal (depending on our time)

# Architecture



## Work plan - phases

- Planning — due 06.11.2015
- Implementation
  - 1<sup>st</sup> Prototype — due 27.11.2015
  - 2<sup>nd</sup> Prototype — due 18.12.2015
    - (feature-freeze)
- Testing / Bug-fixing & Enhancements
  - Start — 18.12.2015
- Deployment (production!) — before 29.01.2016
  - (ready for last presentation)

# Questions?

