TECHNISCHE UNIVERSITÄT DRESDEN

DRESDEN concept

Application Development for Mobile and Ubiquitous Computing

Final Presentation

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STILL

STILL REMEMBER US?

Application scenario - Student Simulator 2017

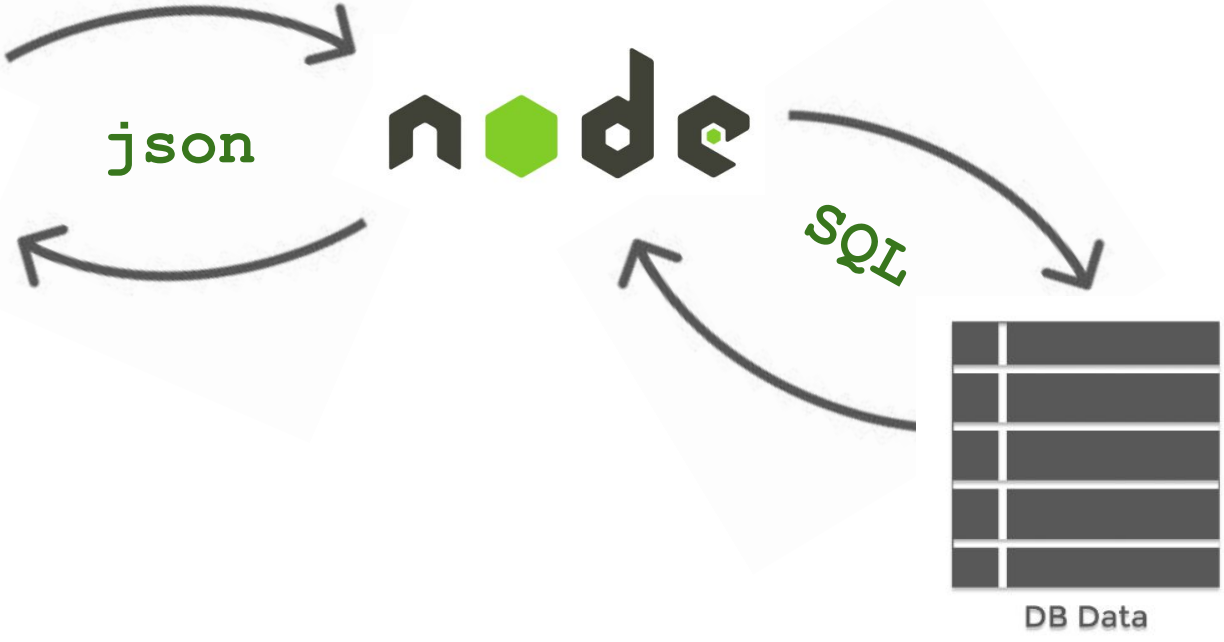
- Your own virtual student
- Fail in ways you never could before
- Manage your resources carefully
- Play the game the way you like it
  - Best marks
  - Most money

GOOOD!

LETS CONTINUE

Detailed Architecture

iOS App

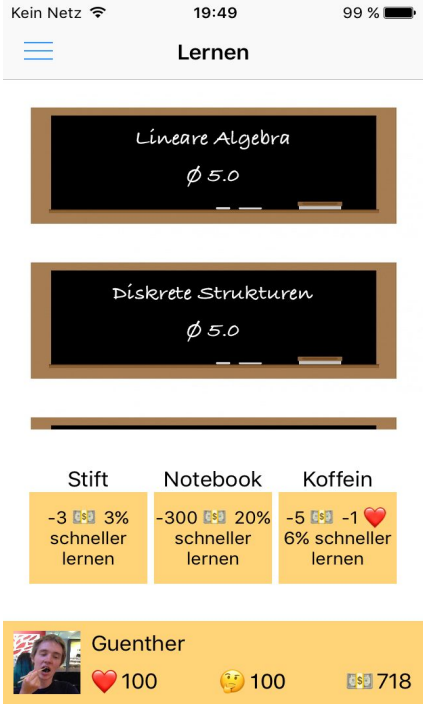


MySQL

Usability Challenge

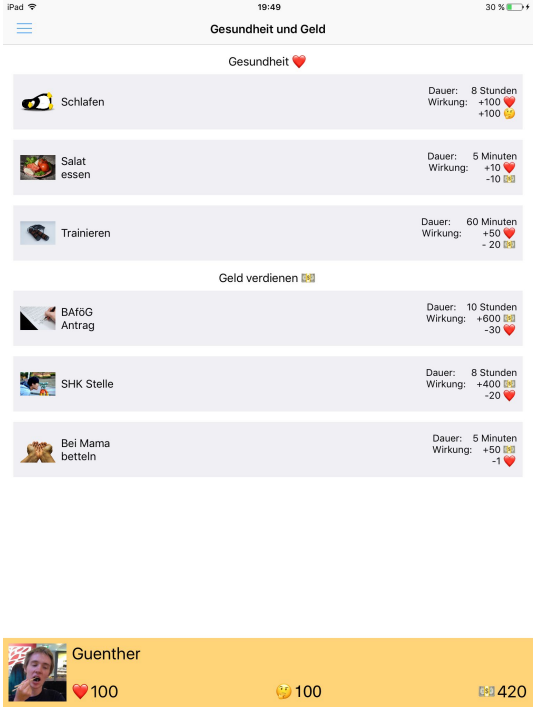
iPad Air 2

9.7” vs 4“



iPhone 5

Usability Challenge



iPad Air 2

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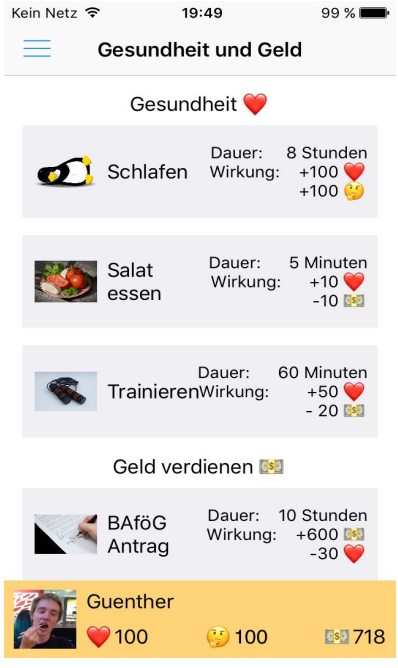

iPhone 5

Adaptation - Persistent storage

- Save progress locally
  - Student, [Lectures], [Highscores]
- App restart keeps all data

```
func saveStudents() {
    let isSuccessfulSave = NSKeyedArchiver.archiveRootObject(students, toFile: Student.ArchiveURL.path)
    if !isSuccessfulSave {
        print("Failed to save students...")
    }
}

func loadStudents() -> [Student]? {
    return NSKeyedUnarchiver.unarchiveObject(withFile: Student.ArchiveURL.path) as? [Student]
}
```

Context feature for the Offline Challenge

- Highscores stored locally
- Update possible, when Internet available

Open issues and lessons learned

- Make ALL mockups for iPhone AND iPad in advance
- It is really hard to adapt to different screen sizes
- Non standardized user interfaces are hard to develop
- Big projects need big amount of time

- Game balancing should be done
- Invest time in appealing user interface

Demo

Demo

stsim-tud.ddns.net:6789

advanced:
stsim-tud.ddns.net:6789/set/IDSTRING/name/mark/money

IT'S OVER
IT'S DONE
quickmeme.com