

Application Development for Mobile and Ubiquitous Computing

Travelper
First Presentation

Group 2

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Agenda

1 Application Scenario

2 Use Cases

3 Mockups

4 Challenges

5 Technologies

6 Work plan

1 Application Scenario

Motivation for **Travelper**

Lots of **social projects, Backpackers** around the world
(especially in developing countries)

From Backpackers' perspective

- └ want to help, want to be volunteers
- └ but only have a few days on site

From social projects' perspective

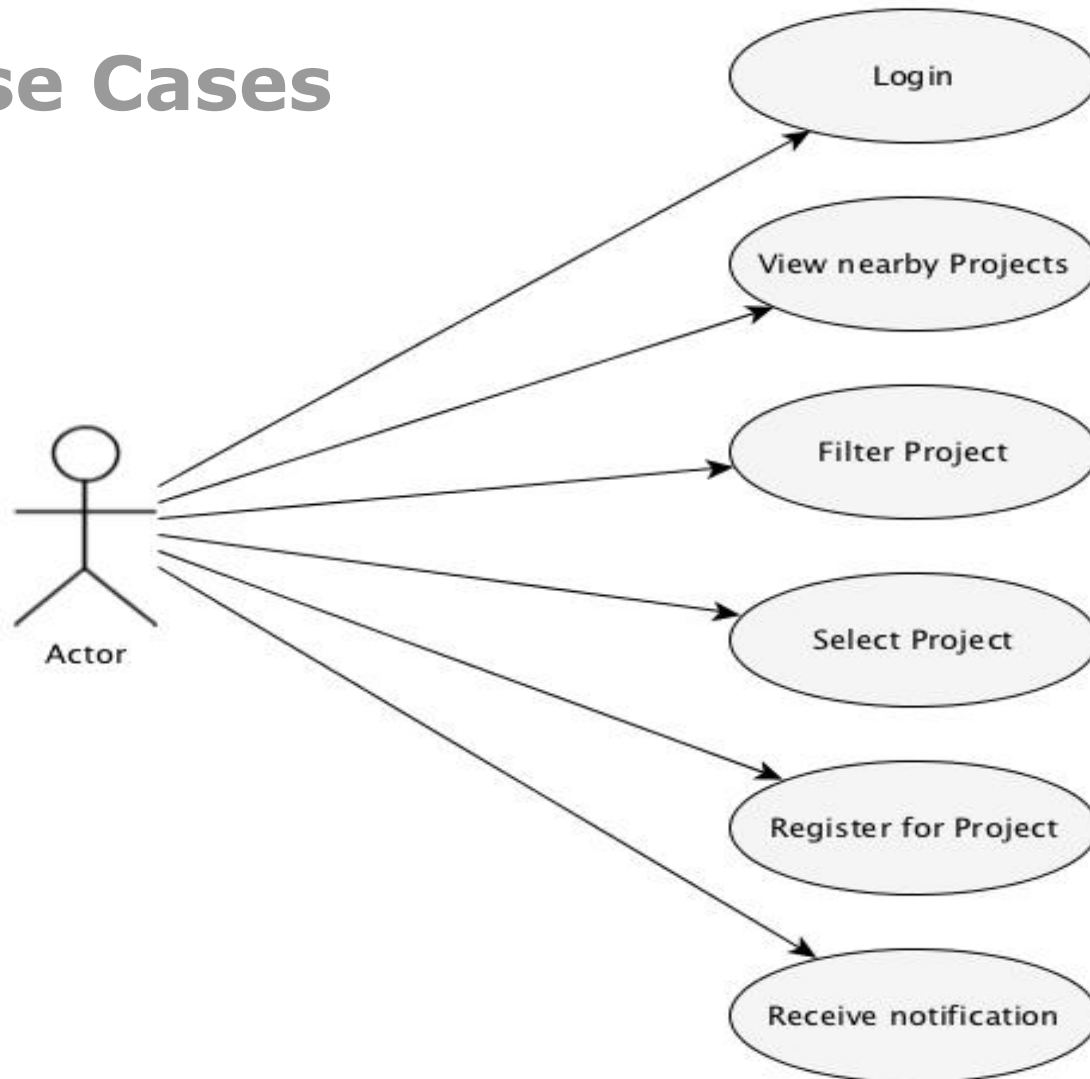
- └ high costs (human resources) to maintain the organization
- └ high planning and administration efforts to carry out projects
- └ some projects are only held temporarily (one day/ a few days)

1 Application Scenario

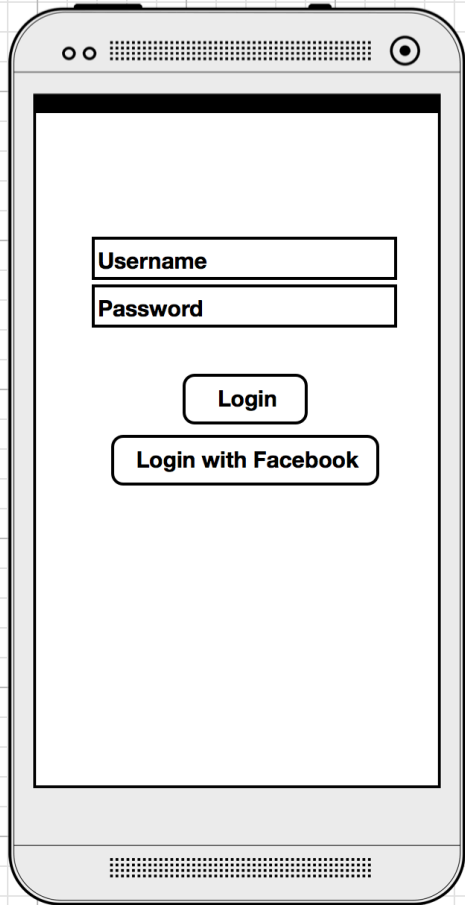
Solution

- Bring Backpackers and social projects **together**
- ✓ Backpacker and Social Projects' organizer can register (also can connect with Facebook)
- ✓ Backpacker can search nearby projects and register for it
- ✓ Social projects' organizer can accept inquiry, send confirmation with additional information (how to get there, workload, fees for lunch etc.)

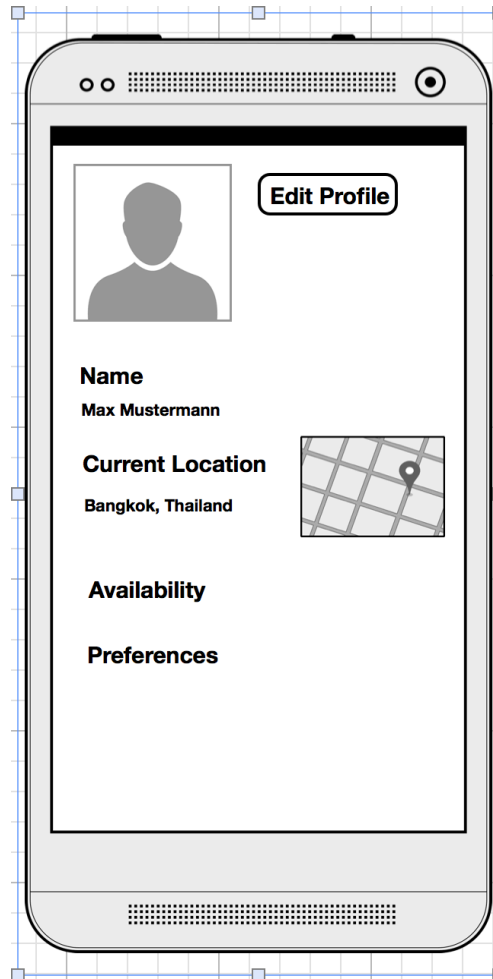
2 Use Cases



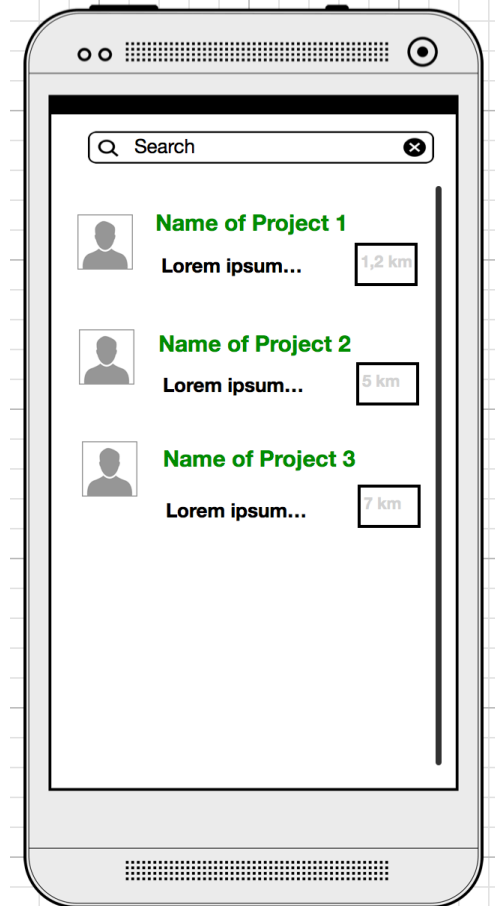
3 Mockups



03.11.16



First Presentation



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4 Challenges

Usability Challenge

- adapt to different screen sizes
- adapt to user's current location to show search result
- adapt to user's profile (preference) to show search result
- share via facebook

Connectivity Challenge

- provide only text type information when connection is poor/unstable

Offline Challenge

- local storage of last search result
- local storage of my projects (in which I decided to participate)

5 Technologies

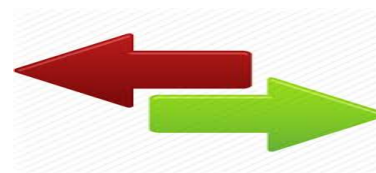
Client/Server architecture

Client

- android app
- facebook APIs
- google map APIs
- GPS for location functionalities

Server

- SQLite DataBase



6 Work Plan

October/November:

- setup development environment
- get familiar with related techniques & APIs
- create mockups, scenario, use cases
- UI design

December:

- system/architecture design
- Implementation

January:

- Test/Bug fixing
- Finalization
- Documentation/Review of the project

Thank you for your attention!