



TECHNISCHE  
UNIVERSITÄT  
DRESDEN

# FOODSHIP

FoodShip, a foodsharing App

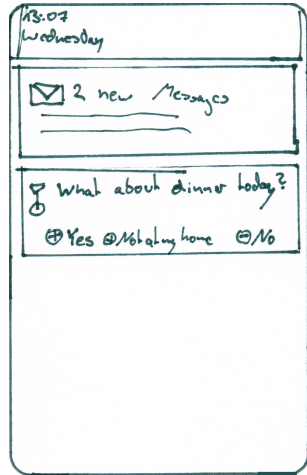
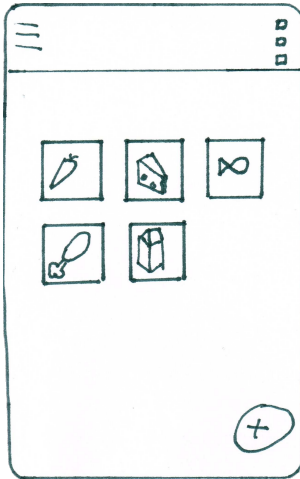
Sönke Huster & Hannes Hilbert

Dresden, 3. November 2016

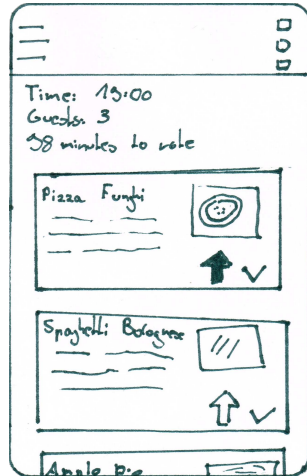
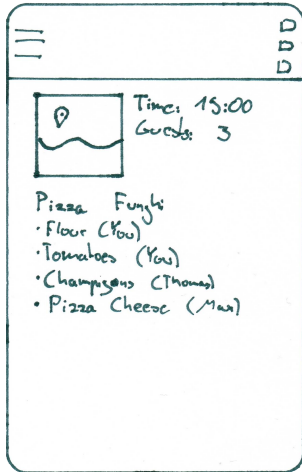
# App Idea

- Get to know your nameless neighbourhood through shared, spontaneous dinners
- App proposes having dinner with users nearby and a recipe based on the groups fridge content

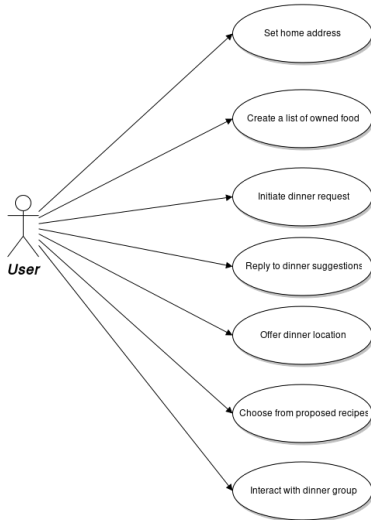
# Mockups



# Mockups



# Use Cases



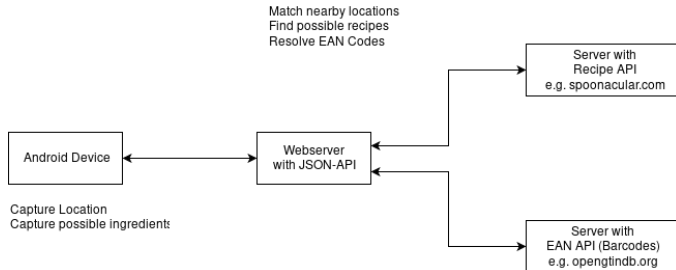
# Challenges

- Connectivity challenge
  - Good looking recipes independent from connection type
- Offline Challenge
  - Keep recipes and dinner information while offline
  - Add food while offline
- Energy Challenge
  - Keep invitations up to date
  - Know the rough location

# Technologies

- Mobile Application:
  - Android application (Java)
  - Location tracking
- Server:
  - Server Application with RESTful API

# Architecture





# Workplan

- 28.10.2016 Begin of Android tutorials
- 05.11.2016 Begin of Server & App implementation
- 01.12.2016 Simple prototype
- 16.12.2016 Second presentation
- 13.01.2016 End of implementation
- 27.01.2016 Third presentation