

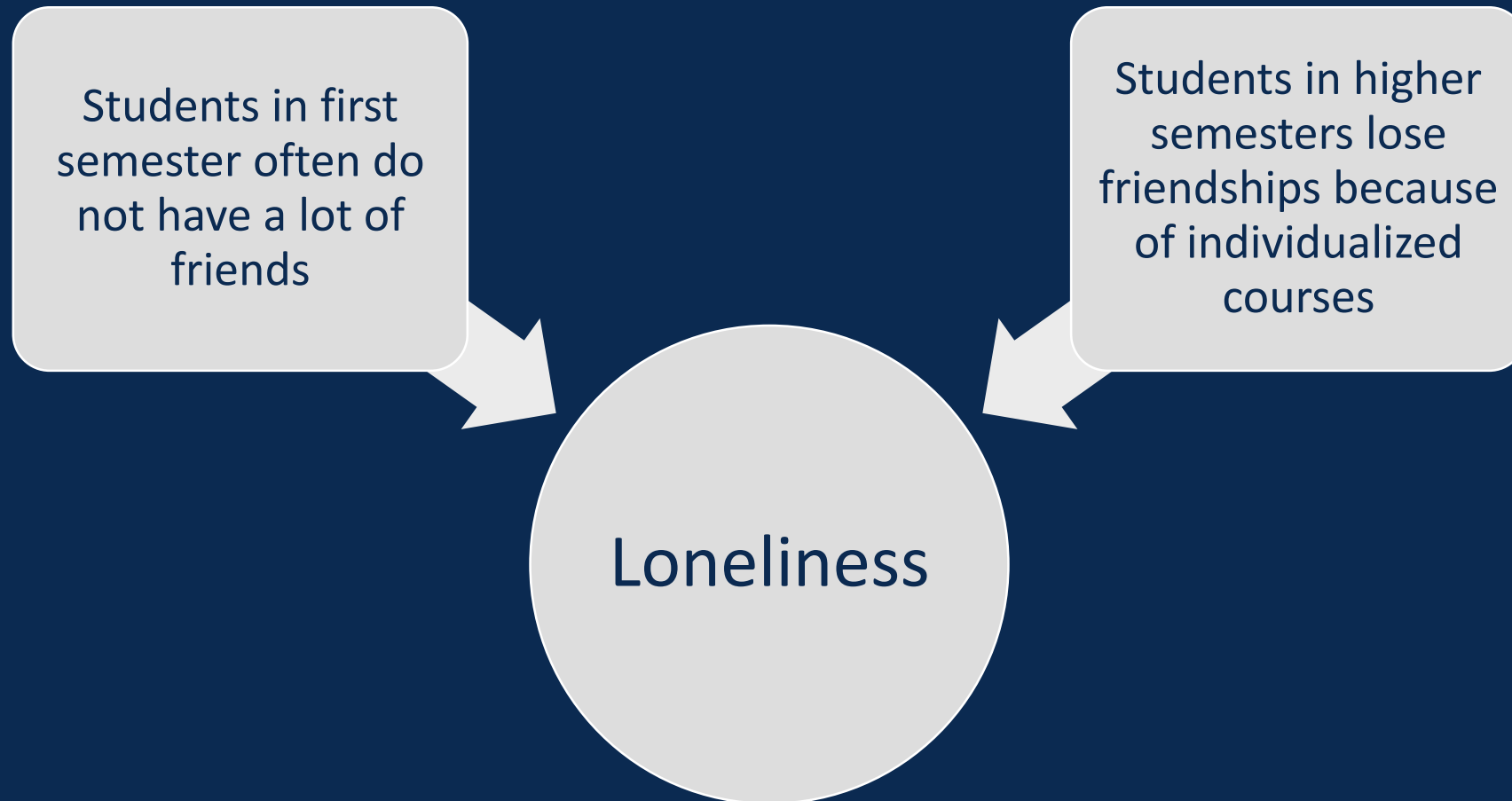
Mensa Buddy

Application Development for Mobile and Ubiquitous Computing

Outline

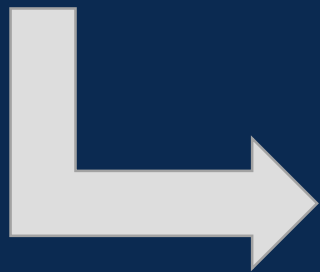
1. Scenario
2. Concept
3. Use Cases
4. Context
5. Technologies
6. Architecture
7. Challenges
8. Work Plan

Scenario



Result

→ People eating lunch alone



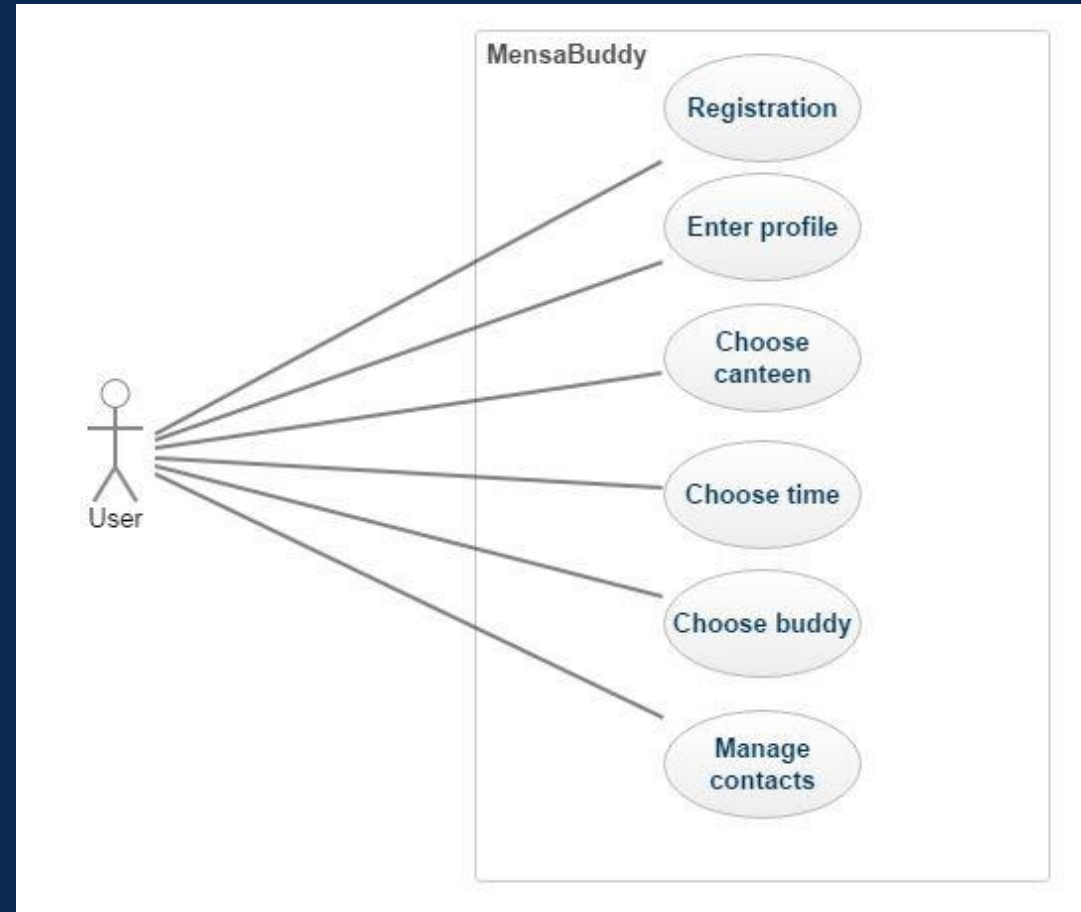
Not anymore: Mensa Buddy

Mensa Buddy helps to match with other lonely-lunchers → Nobody has to eat alone anymore

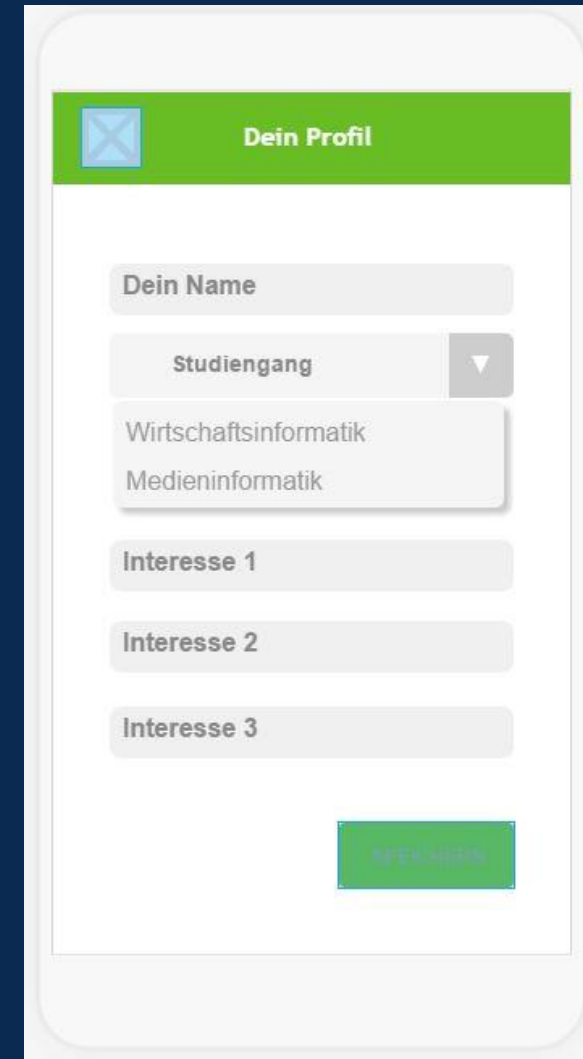
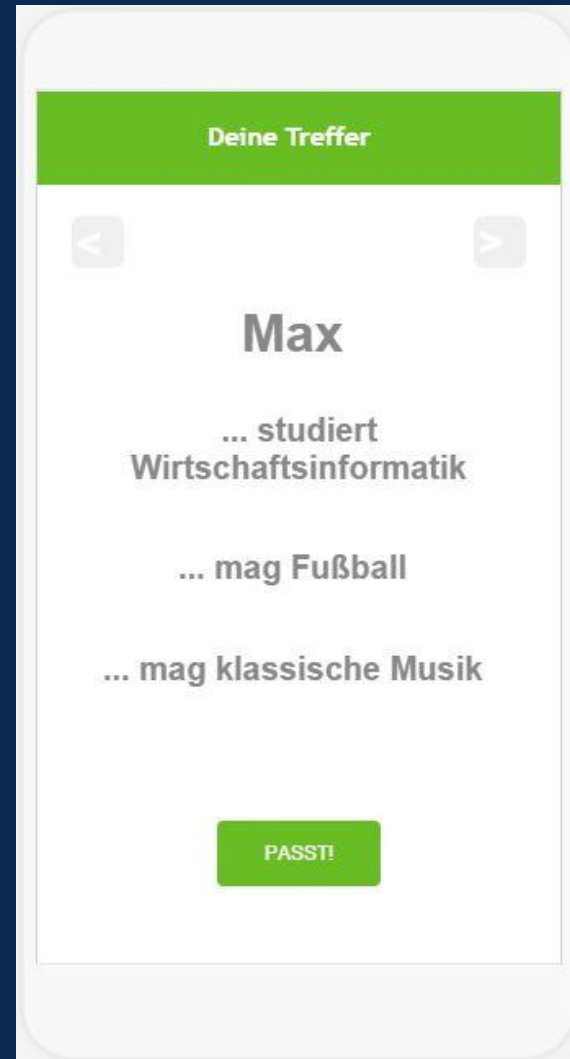
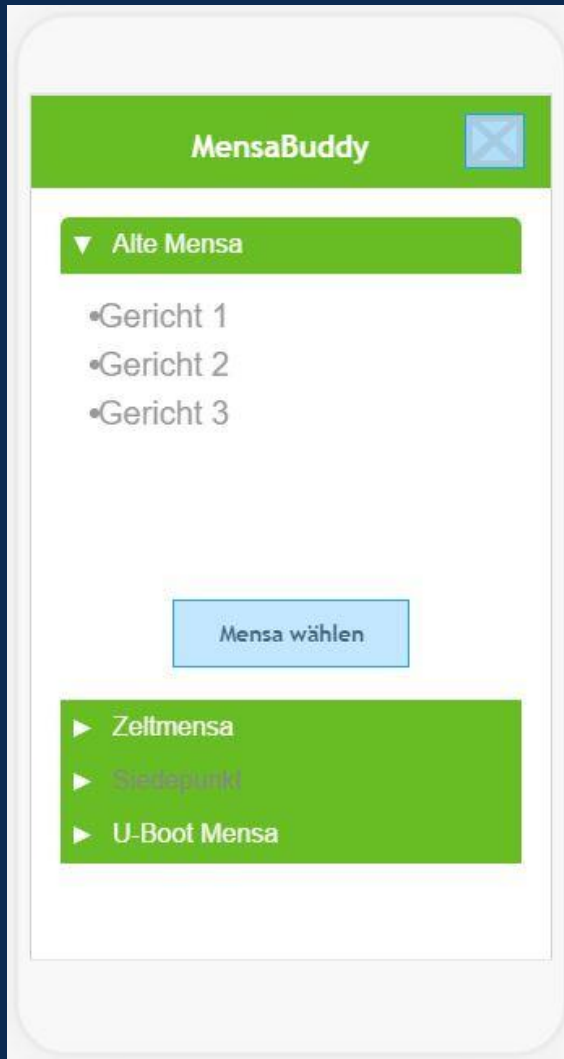
Concept

1. User creates a profile
2. User starts matching process
3. User gets a match/list and can contact his buddy
4. User can manage his matches

Use Cases



Mock Up



Context

- Physical context: Location
 - Show nearest Mensa
- Personal Context: personal data
 - Profile information to match potential candidates
- External data
 - Information about currently available lunches

Technologies

- Android Application
- OpenMensaAPI
- GPS-Sensor
- MySQL-database

Architecture



Front End



Middleware

- manages matching process
- provides data to front end



Back end

- MySQL database

Challenges

- Offline Challenge
 - Contact information of matches
 - Date and time
- Technological Challenge
 - Usability of application with/without functionality of GPS

Work Plan

- Setup team organization
 - Research on Middleware technology
 - Develop database concept (ERM)
 - Implementation of database
 - Implementation of context
 - OpenMensaAPI
 - Start Development of Front End prototype
- 11.11.16
- 01.12.16

→ First prototype: 9.12.16