



**TECHNISCHE
UNIVERSITÄT
DRESDEN**

Department of Computer Science Institute for System Architecture, Chair for Computer Networks

Application Development for Mobile and Ubiquitous Computing

**First Presentation
HandHirer**

**Team 8
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**DRESDEN
concept**
Exzellenz aus
Wissenschaft
und Kultur

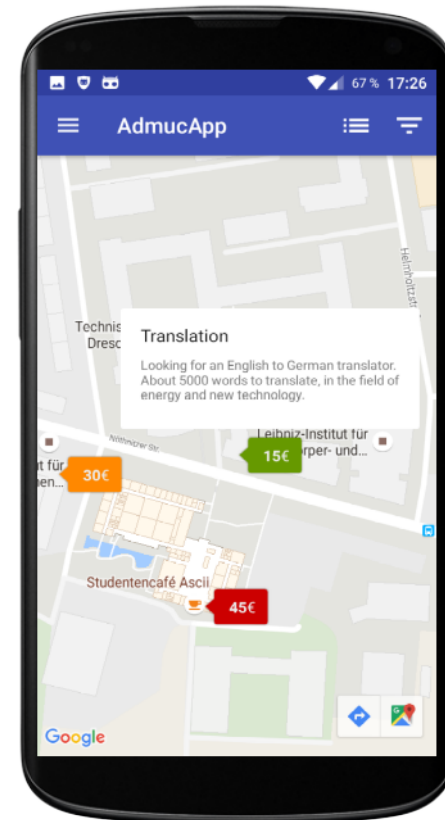
Motivation

- The grass in front of your house is so high that you can barely get out
- You would like to pay somebody to cut it for you, since you are very ill (or lazy)
- Where can you find someone quickly?

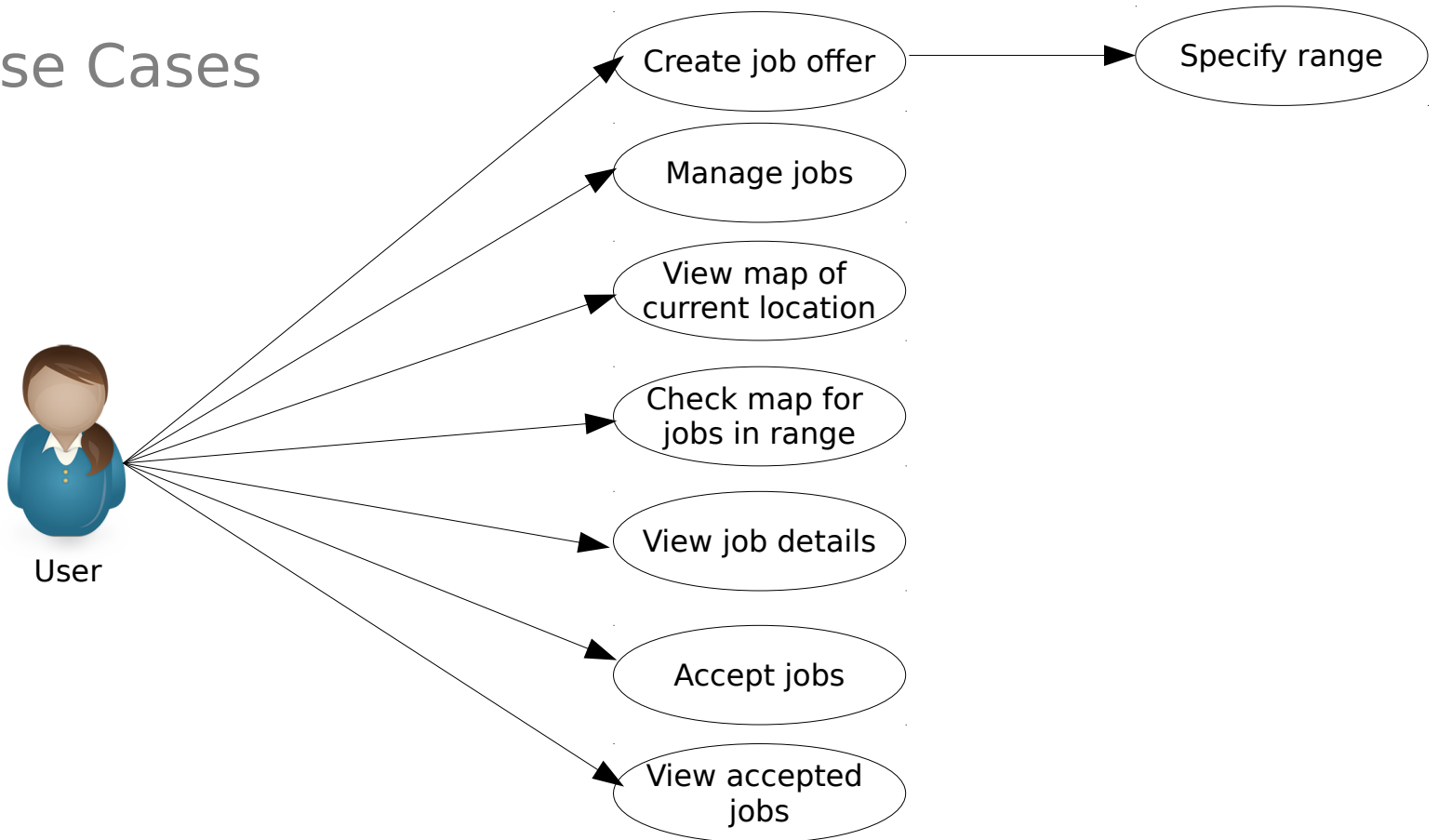


HandHirer

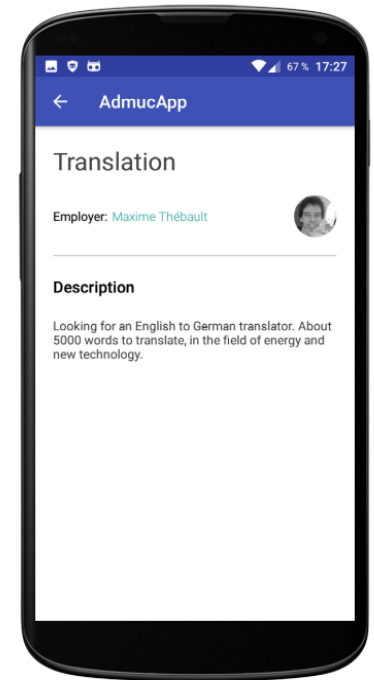
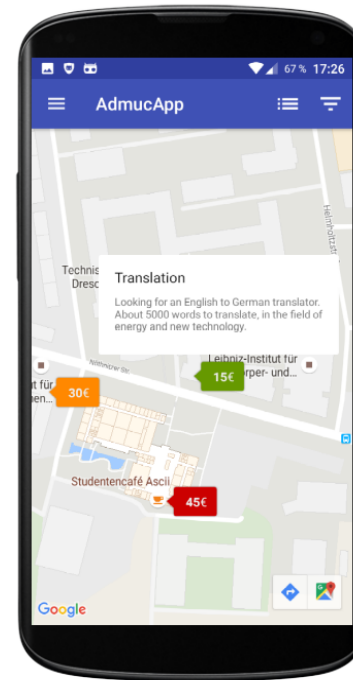
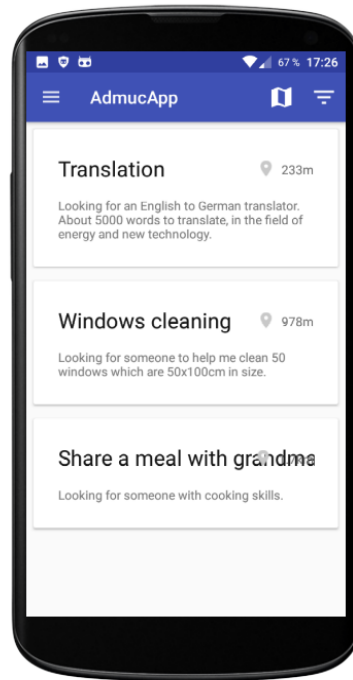
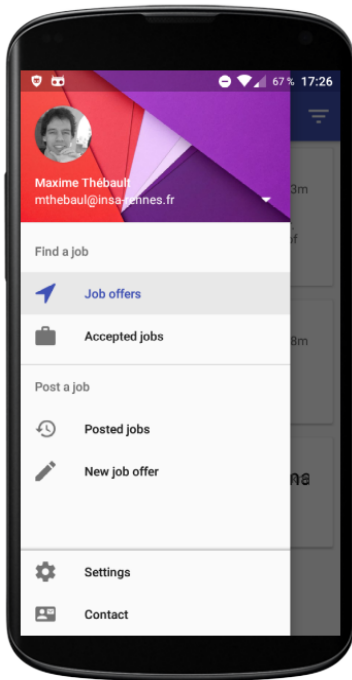
- A platform application for people, who...
 - Have a small job to offer
 - Are looking for somebody to help
 - Would like to help and earn a little extra



Use Cases



Mockups

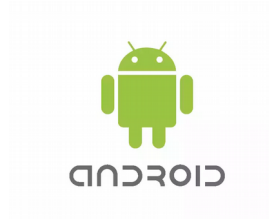


Challenges

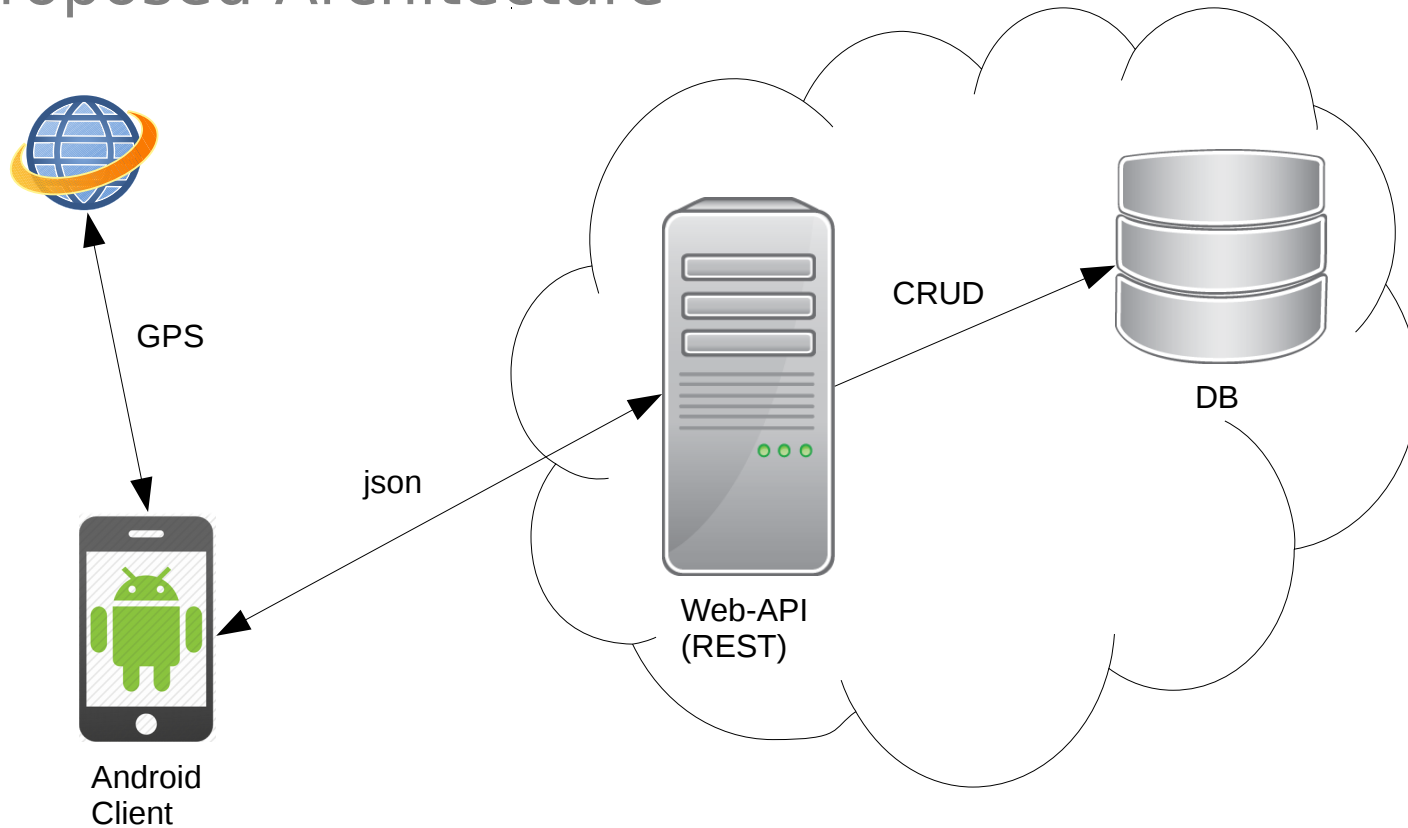
- Adaption to current location, screen size
- Connectivity:
 - Local cache for basic offline use
 - Reliable execution → queueing of requests
- Power consumption:
 - Efficiency, adapt to low power
- Usability:
 - Material Design guidelines

Intended Technologies

- Client:
 - Android \geq Version 5
 - Google Volley, Maps API
- Server:
 - Node.js + Express, Mongoose
 - MongoDB
- Development:
 - Android Studio, IntelliJ IDEA
 - GitHub repo, autodeployment on server



Proposed Architecture



Work Plan

- November
 - Finish frontend prototype
 - Design DB, create schema
 - Basic Web-API, connection to DB
- December
 - Reliable client-server communication
 - Context awareness, adaptation mechanisms
- January
 - Refining, usability, optimization
 - Testing and bugfixing