

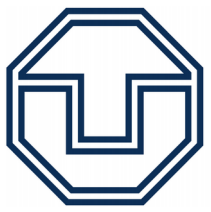


TECHNISCHE
UNIVERSITÄT
DRESDEN

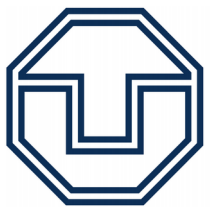
Application Development for Mobile and Ubiquitous Computing

First Presentation

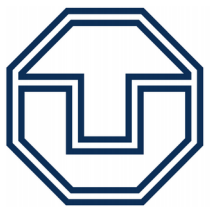
Group 18



Beer App

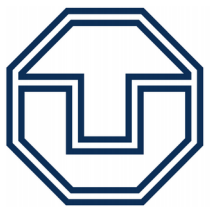


Application Requirements

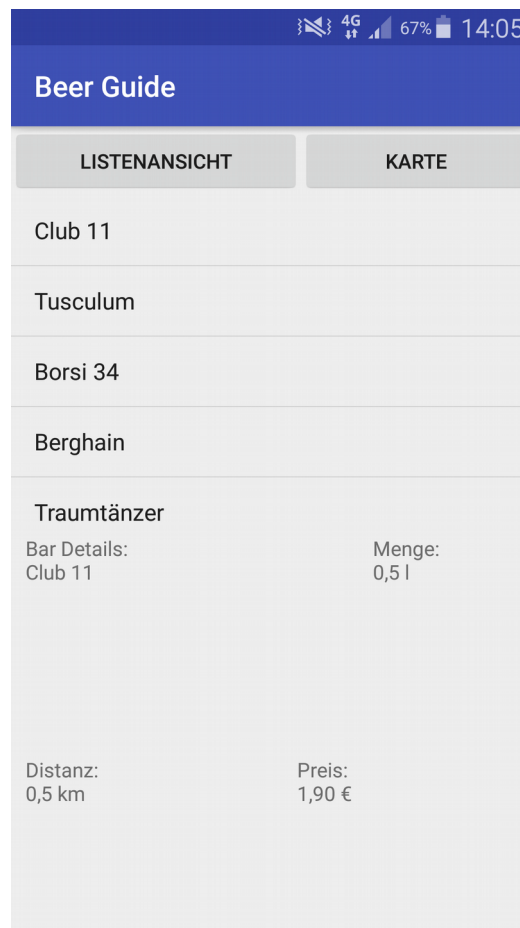


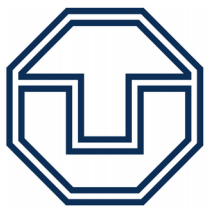
Application Requirements

- find all bars and clubs in Dresden
- compare them with each other

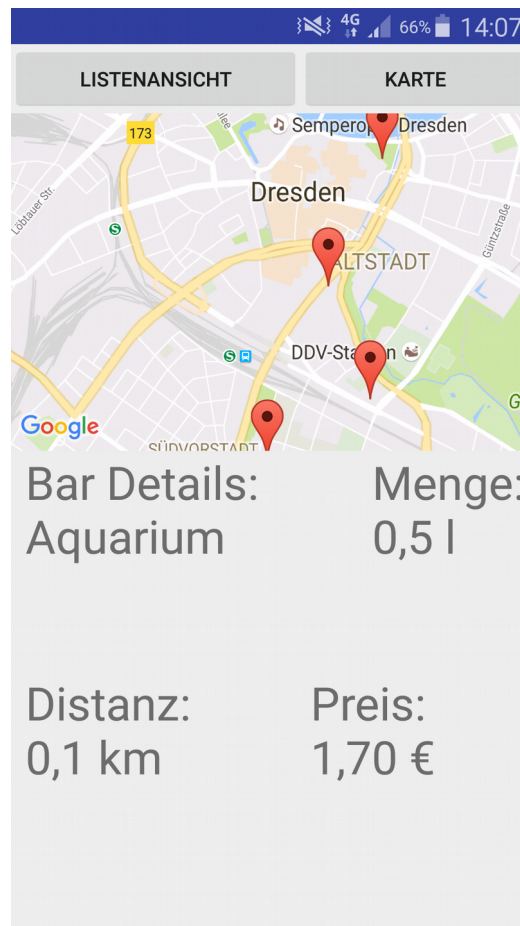


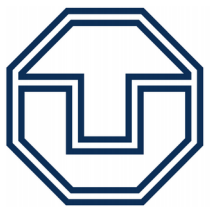
First Main View



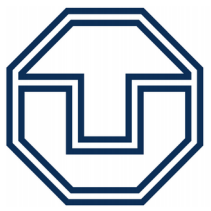


Second Main View



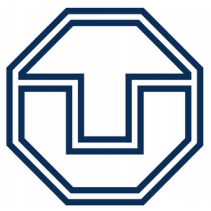


Use Cases



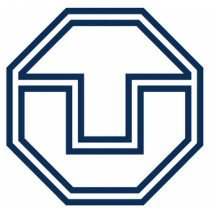
Use Cases

- looking for a bar with low prices



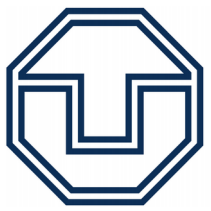
Use Cases

- looking for a bar with low prices →
sort available bars by the attribute price



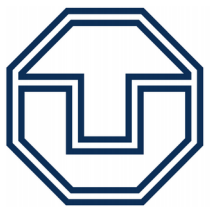
Use Cases

- unknown bar situation



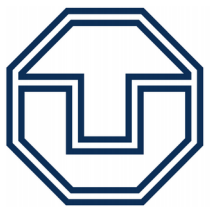
Use Cases

- unknown bar situation →
locate bars in your range



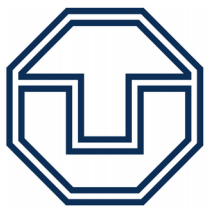
Form Factor Challenge

- large variety of smartphone size and OS version
- adaption of different display size (small phone to tablet)
- easy user input



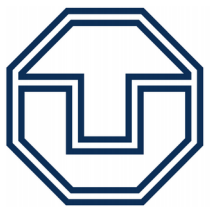
Offline Challenge

- no connection in basement of favorite club
- caching price and map information to be available when offline
- load new data when connection is available again

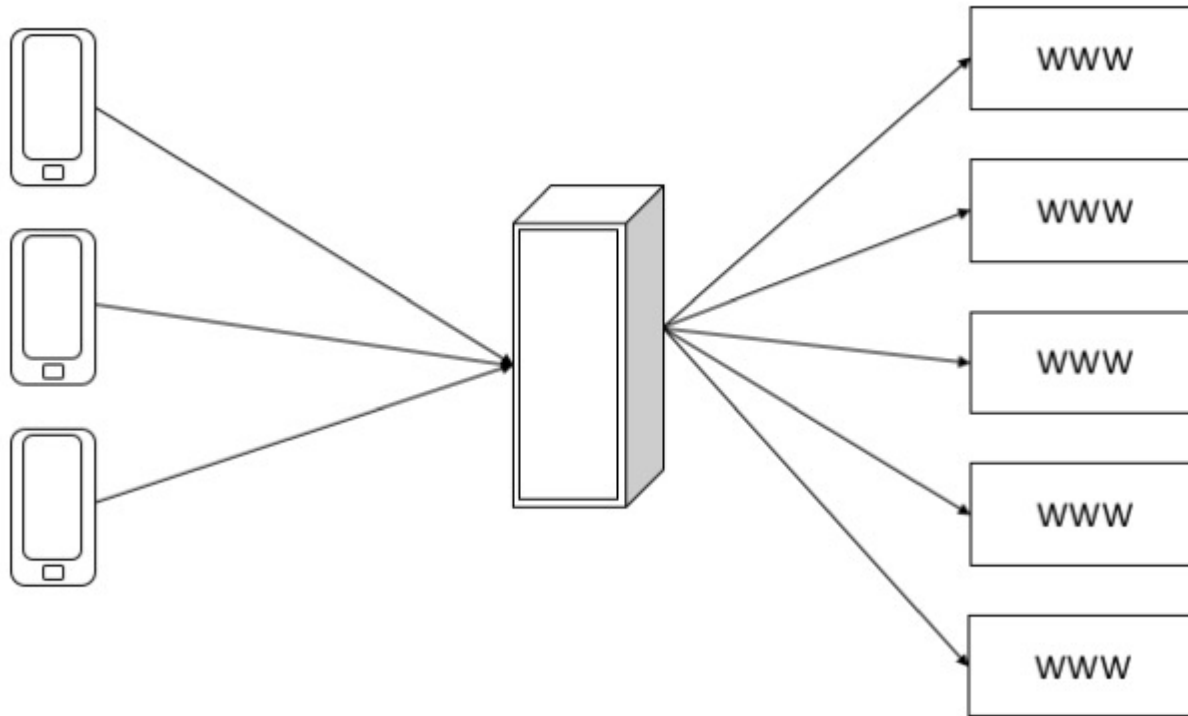


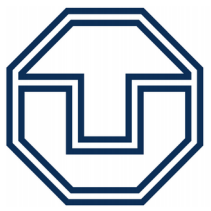
Technologies

- Android app programming with Java
 - GPS for position tracking
 - Google Maps implementation
- Python
 - Android app programming with Java
 - provide REST-API for App connection (json-format)



Architecture





Workplan

Date	Action
14.10.2016	First Idea, Target Smartphone OS, Started Android Tutorial
28.10.2016	Start Implementing
03.11.2016	First Presentation
18.11.2016	Context and Adaptation, Start Adaptation Development, First Android Prototype
25.11.2016	First Server Prototype
09.12.2016	Adaptation Concept Presentation
06.01.2016	Testing on Real Devices, Bugfixing
26.01.2016	Final Presentation