Application Development for Mobile and Ubiquitous Computing TimeTracker - Initial Presentation

Robin Gander - Riccardo Steffan

Technische Universität Dresden - Faculty of Computer Science

03.11.2017



Summary

- 1 Motivation
- 2 Idea
- 3 Use Cases
- 4 Mockup
- 5 Architecture
- 6 Challenges
- 7 Technologies

8 Work Plan

9 Sources

Motivation







ldea

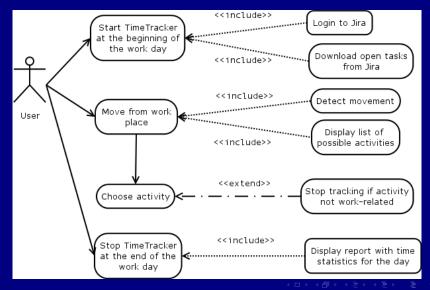
- 1 make time tracking easier
- 2 measure interruptions
- 3 calculate velocity for estimated tasks



Use Cases

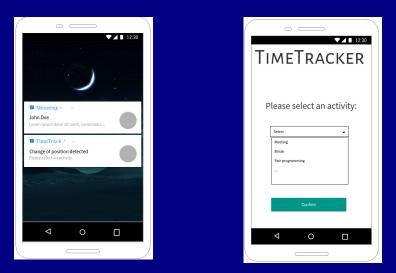
- User goes to work but does not use its own PC (e.g. pair programming): use TimeTracker to prove that work time has been used meaningfully
- User has a coffee break but leaves its PC on: TimeTracker detect movement and ask user which activity it is engaged in, stopping if not work related
- User ignores TimeTracker notification: stop tracking time after a timeout

Use Case Scenario

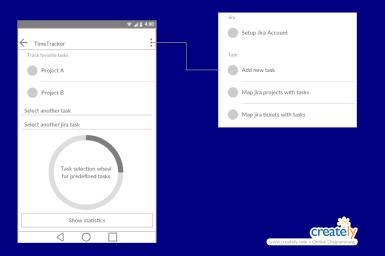


DQ C

Mockups

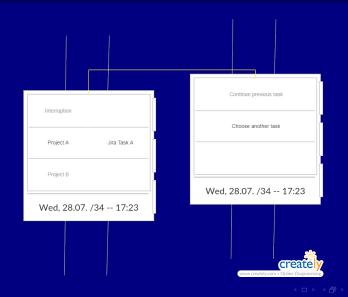


Mockups

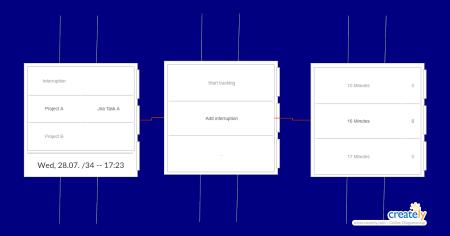


Application Development for Mobile and Ubiquitous Computing

Mockups

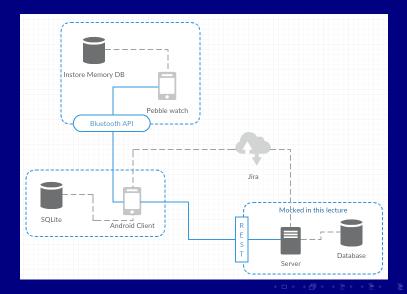


Mockups



< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □

Architecture



 $\neg \land \land \circlearrowright$

Challenges

Offline Store time measurements locally when Jira server is not reachable

- Offline Temporarily store time measurements on Pebble when smartphone app is not reachable
- Usability Fully exploit the limited interaction capabilities of Pebble (only 3 physical buttons)
- Usability Correctly display Jira tasks on the smarthphone when user is involved in many projects
- Usability Automatically detect when user is moving from workplace and react accordingly (i.e. stop tracking if activity is not work related)

Technologies

- 1 Android API 19, 4.4 KitKat (Java 7)
- 2 Pebble (C SDK)
- B PebbleKit for communication (send / receiver messages)
- 4 Lombok for boilerplate code

Work Plan

November

- 03.11. First presentation
 - Knowledge gathering about pebble development
 - Knowledge gathering about the Jira API
 - UI design
 - First prototype

December

- Usage in working environment
- Adaptations on the application feeling
- 15.12. Adaptation concept presentation

January

Bug fixing26.01. Final presentation

Sources

- https://timeular.com/
- https://www.joelonsoftware.com/2007/10/26/evidence-basedscheduling/
- bit.ly/brunooliveira