

Application Development for Mobile and Ubiquitous Computing

Spots

First Presentation

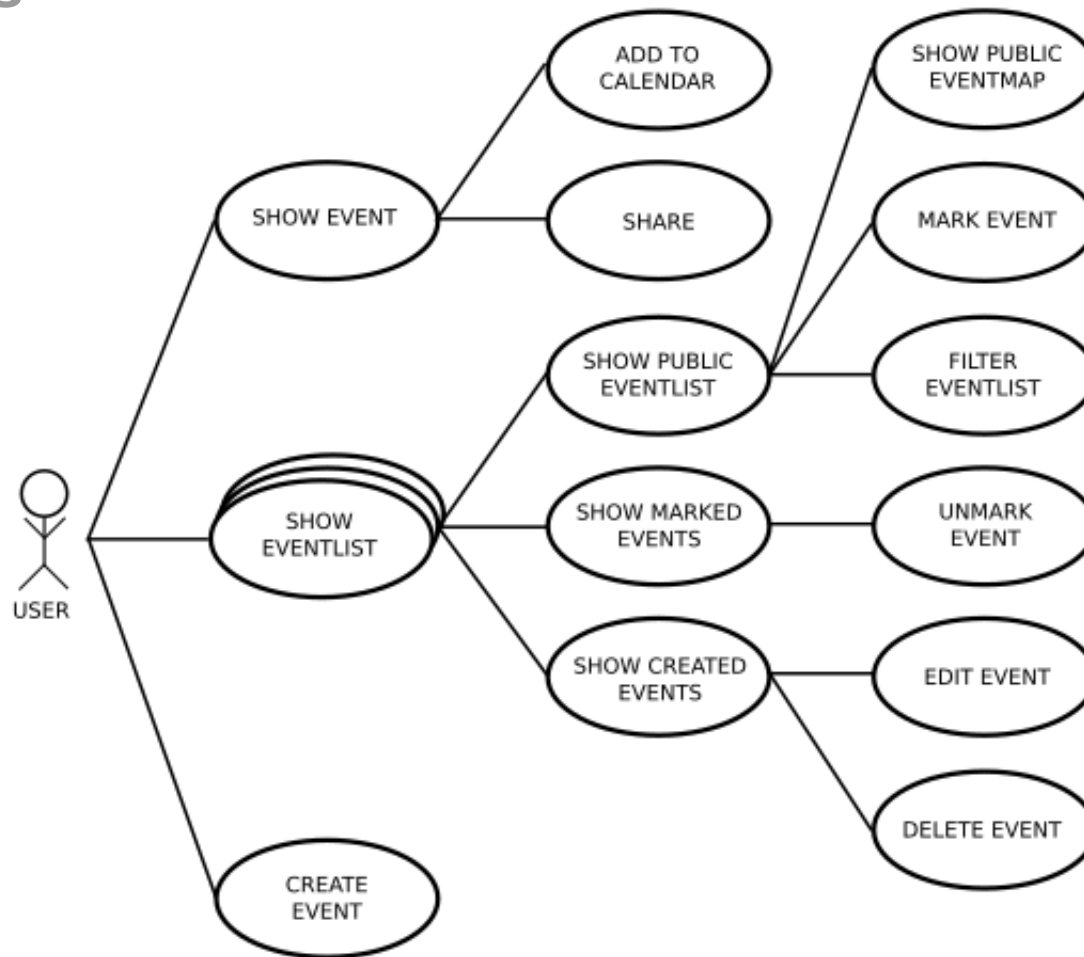
Gruppe 3
Jonas Fischer
Lena Denne
Dresden, 03.11.2017

Spots – Application Scenario

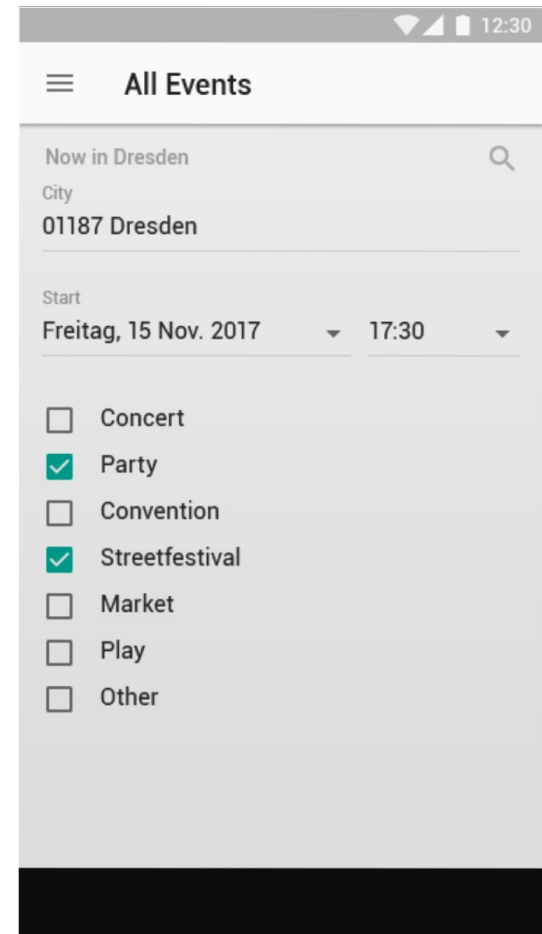
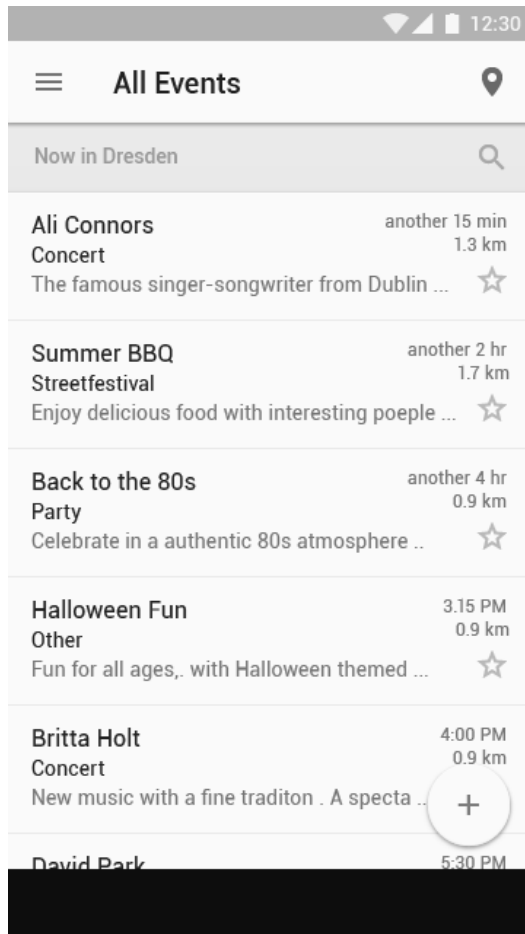
Find exciting events everywhere, whenever you want

- Location-based event finder
- Find events near you, that are happening now
- Search events by location, time and type
- Create your own events
- Mark, share and add events to your calendar

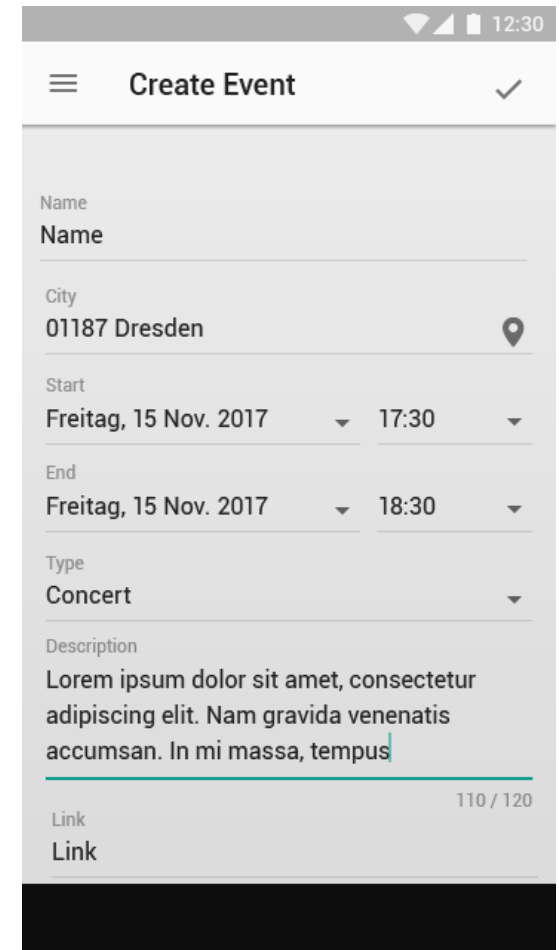
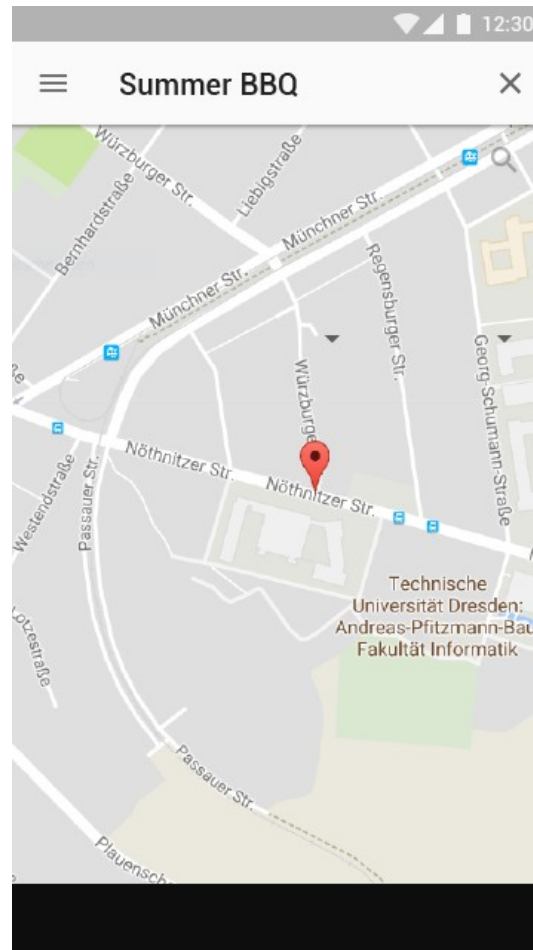
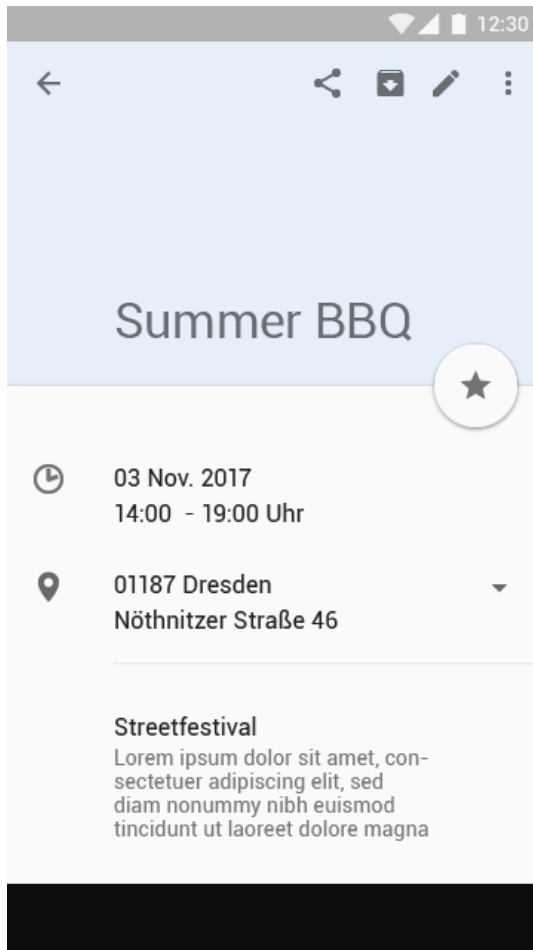
Use Cases



Mockups



Mockups



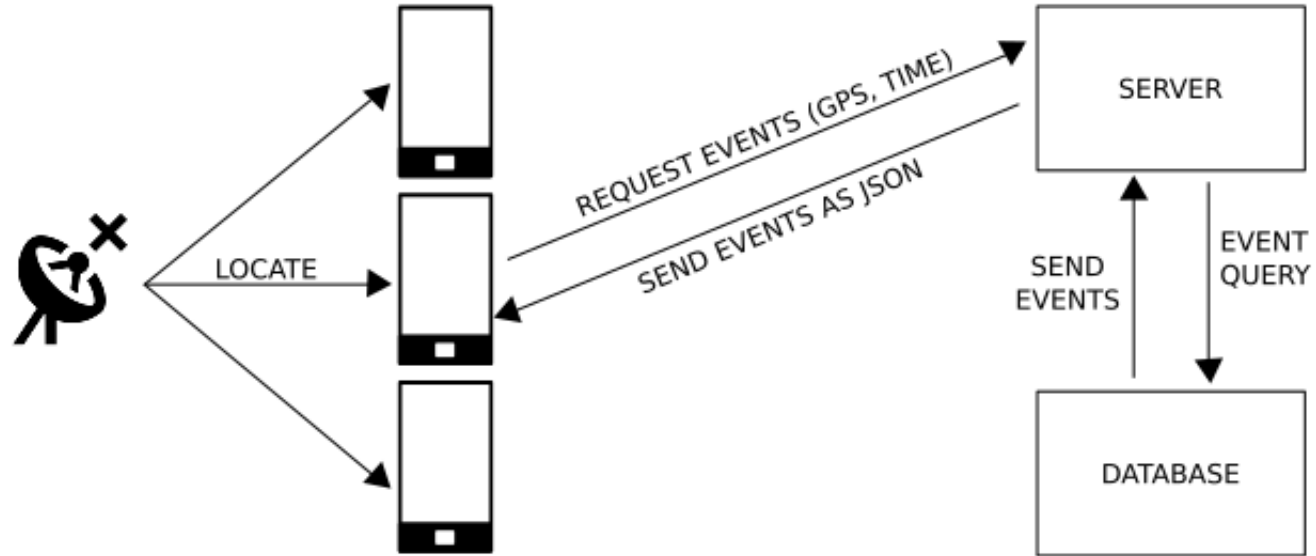
Challenges

- Offline challenge
 - Caching the latest state on the phone
 - Time delayed event creation
- Connectivity challenge
 - Low quality images to reduce data consumption
 - Search location manually when there is no GPS
- Usability
 - Follow Material Design

Technologies

- Client
 - Android
 - GPS
- Server
 - MySql
 - PHP
 - Json

Architecture



Work plan

28.11.2017 – Find and flesh out Idea

- Choose Technologies and Platform
- create Use cases
- design mockups

02.11.2017 – Submit first presentation

03.11.2017 – begin implementation

14.11.1017 – Finish setting up Database and Server

08.12.2017 – Submit Adaption concept presentation

15.12.2017 – First prototype

05.01.2018 – Begin Testing

25.01.2018 – Submit Final presentation

Questions?