The Adventurer
App

The optimal solution for people exploring the world

Application Scenario

Can you imagine travelling around as an hitchhiker searching for:

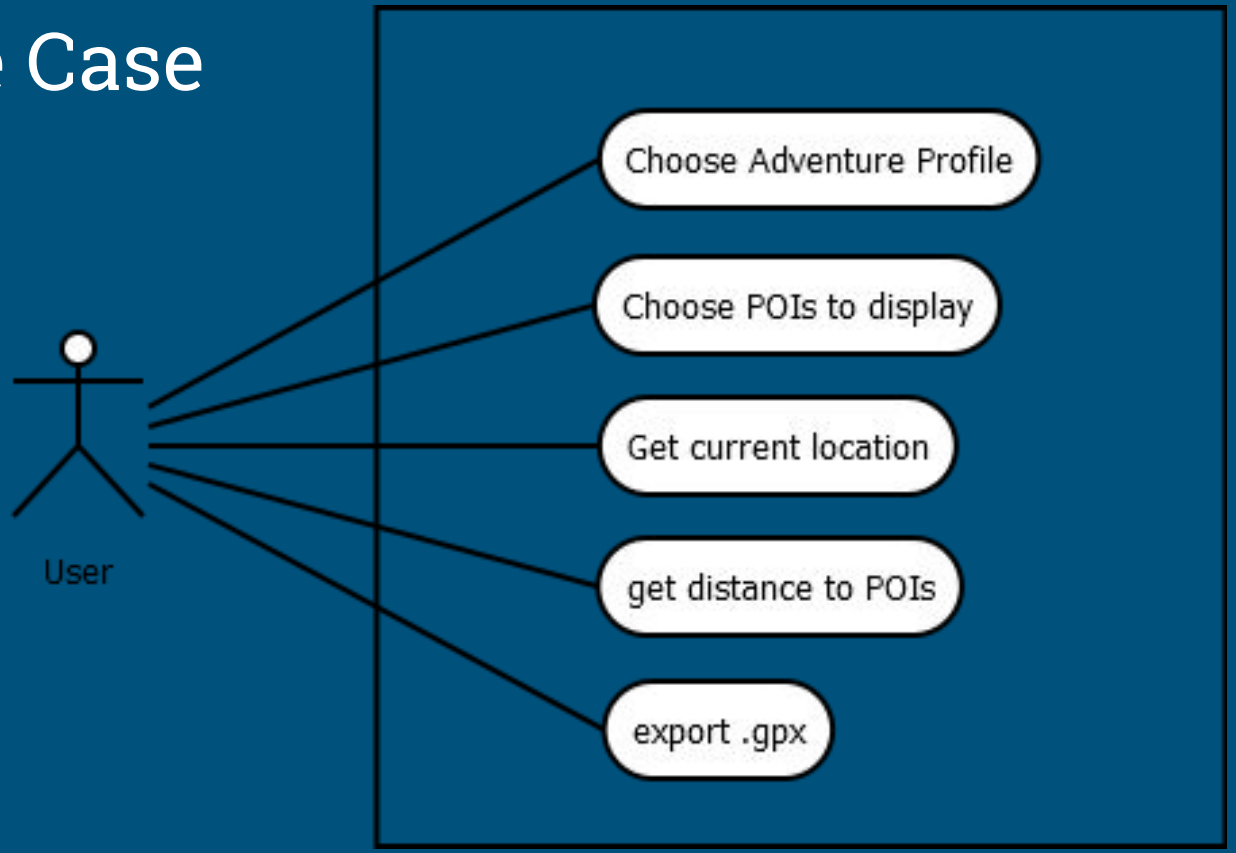
- the closest water spot
- the next campsite
- a supermarket

→ **You will quickly find yourself in a situation where you**

- waste a lot of time typing your searches into different navigation apps
- consume much battery power through non optimized GPS-Behaviour

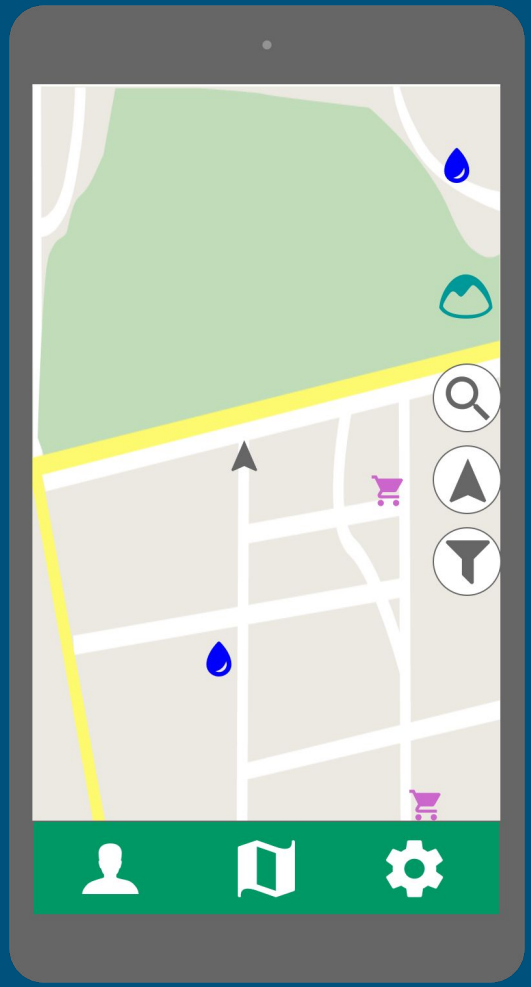
Navigation
Point-Of
Interest
SHOP
APP
GPS
Recording

Use Case


Choose Adventure Profile
Choose POIs to display
Get current location
get distance to POIs
export .gpx
User

Mockup

Adventurer Profile
Travel Infos
Sun goes down in 5:15 h
12:14h travelled today
12.4 km travelled today
Widgets
120 m
90 m
20 m



Challenges

Offline Challenge

- You will probably come into areas with limited or even no connection

Solution

→ You can download maps for offline usage

Energy Challenge

- While using GPS you will consume a lot of energy
- Possibilities to reload are limited when in the nature

Solution

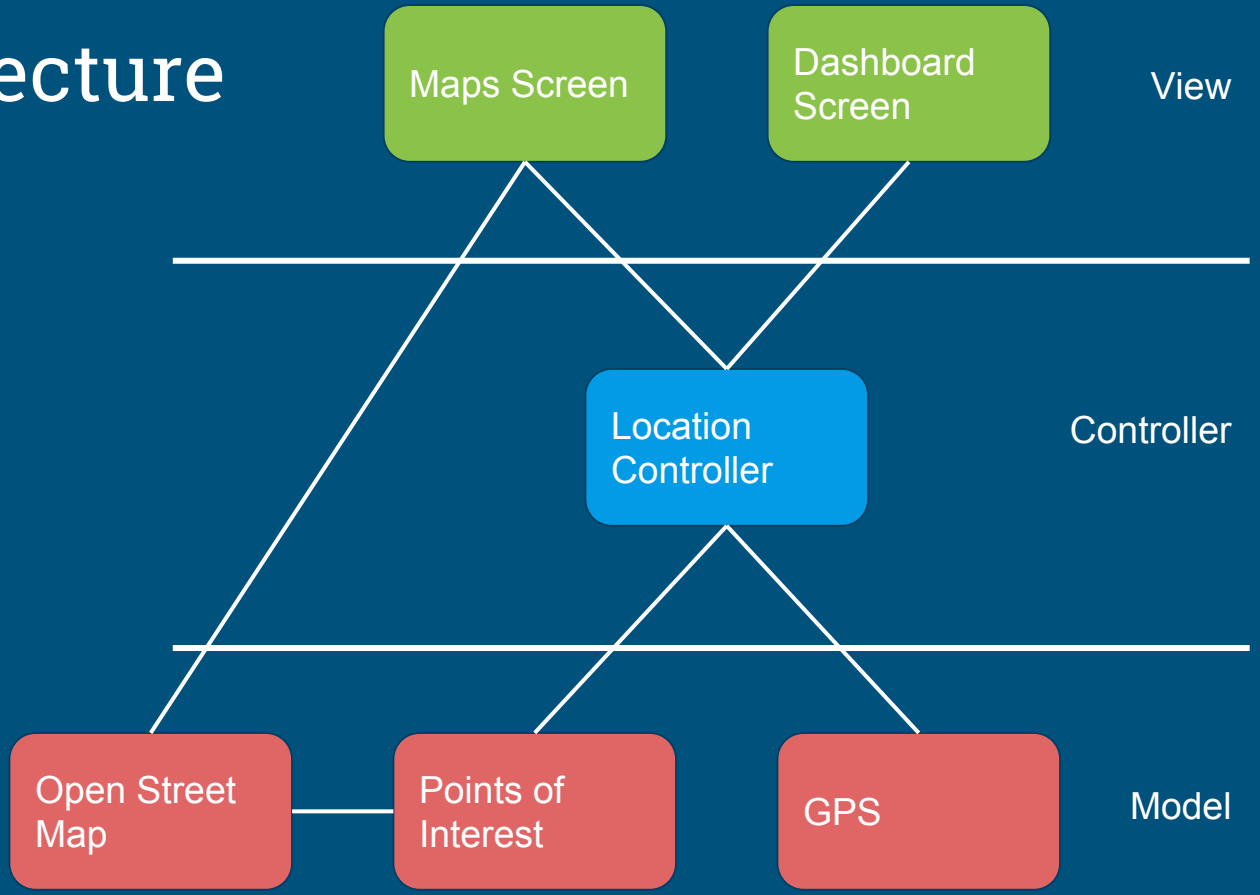
→ WiFi to navigate (if possible)

→ Request location as seldom as possible

Technology to Use

- Operating System: Android only
- Language: Kotlin
- IDE: Android Studio 3
- Maps: Open Street Map
    - *free and public API, downloadable map data*

Architecture



Work Plan

- Create minimal/functional UI
- Begin implementing the core of the app -> GPS and location management
- Other parts of the app are build upon that
- Refine UI and add smaller features