

Application Development for Mobile and Ubiquitous Systems

Synaps

A tool to manage and join interdisciplinary projects.

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The Application

- _ manage and join interdisciplinary projects
- _ beyond the university context
- _ find people from all divisions



Bild01 Logo design with icon and lettering

Use Cases

- _ mainly two roles
- _ project owner is a user with additional use cases

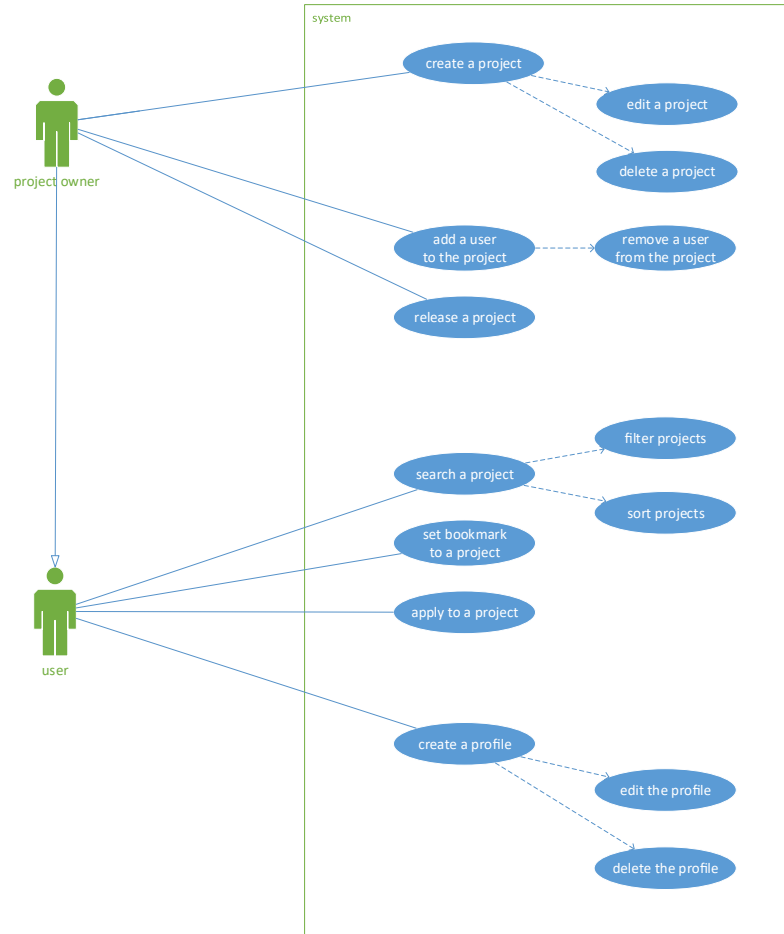


Bild 02 Use-Case diagram

Mockups

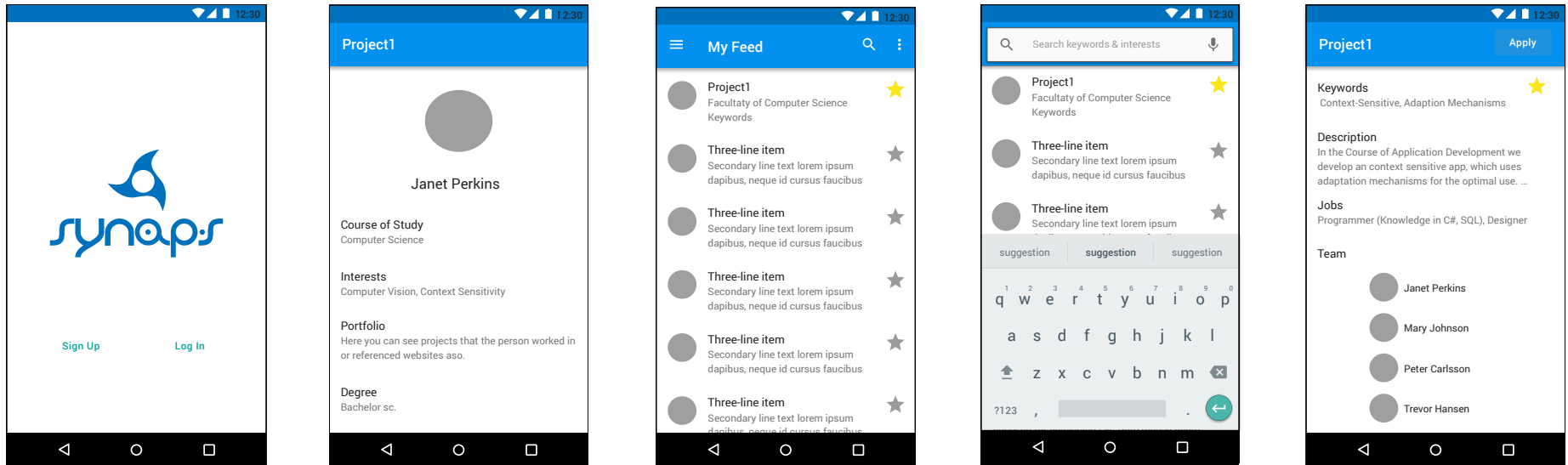


Bild03 Mockups of different screens derived from the use cases

Challenges

Connectivity

- _ reduce the amount of network activity, when the datavolume or network speed is low

Context

- _ detect the type and speed of network

Adaption

- _ lazy evaluation on client side (text first then images)
- _ reduce size and quality of images

Challenges

Offline Time

- _ provide functionality when offline (bookmarked projects, feed, notifications)

Context

- _ detect if the app is online or offline

Adaption

- _ use of cached data when offline
- _ update cache if connection is good enough
- _ store joined projects persistently

Challenges

Form Factor

- _ usable on many screensizes
- _ limited memory resources

Context

- _ detect screen size
- _ detect amount of free memory

Adaption

- _ responsive layout for most screens
- _ if memory is nearly full, the app stores a smaller amount of cached data

Technologies

Client

- _ Android and iOS on mobile phones, Windows10
- _ own design which works flawlessly on both systems
- _ Xamarin for crossplatform development

Server

- _ RESTful Webservice

Database

- _ MySQL

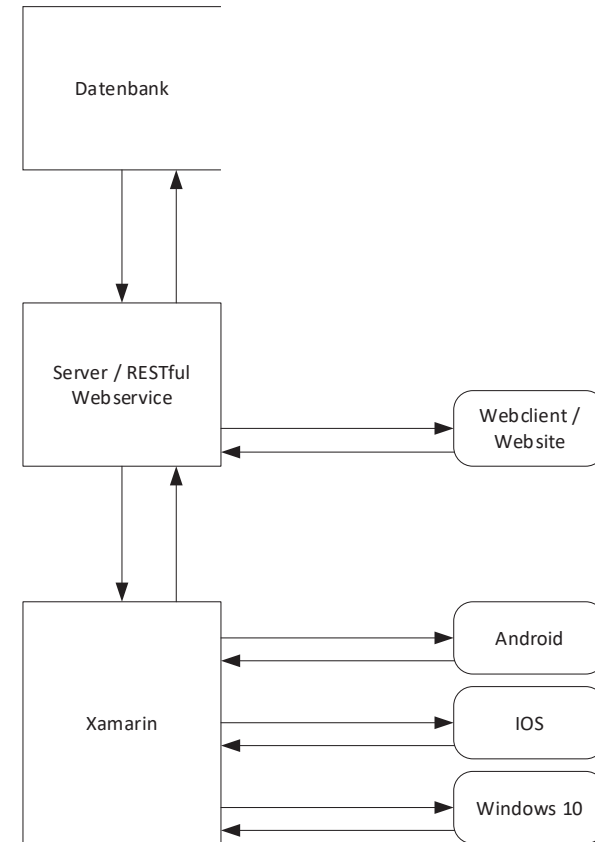


Bild 05 Architecture overview

Work Plan

23.10.2017: Begin of project planning (structure, technologies, design)

03.11.2017: First Presentation

01.12.2017 : First version (important functionalities)

15.12.2017: Second Presentation

20.12.2017: Finalize the components (nice to have features)

04.01.2018: Final testing and correction of the last bugs

26.01.2018: Final presentation