Application Development for Mobile and Ubiquitous Computing

Shisha
First presentation
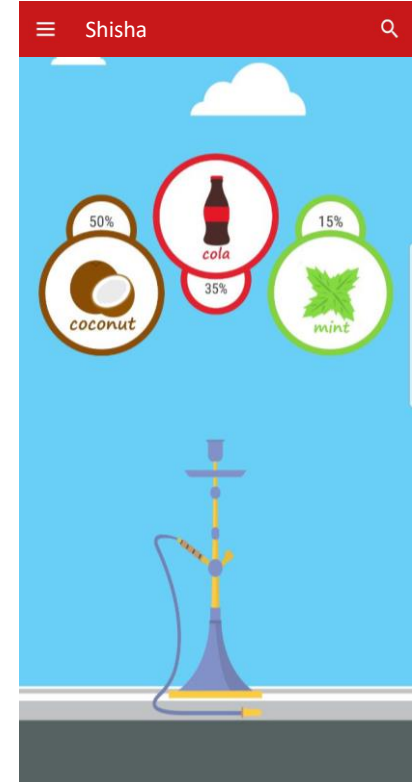
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Problem & Idea

What flavor to try?
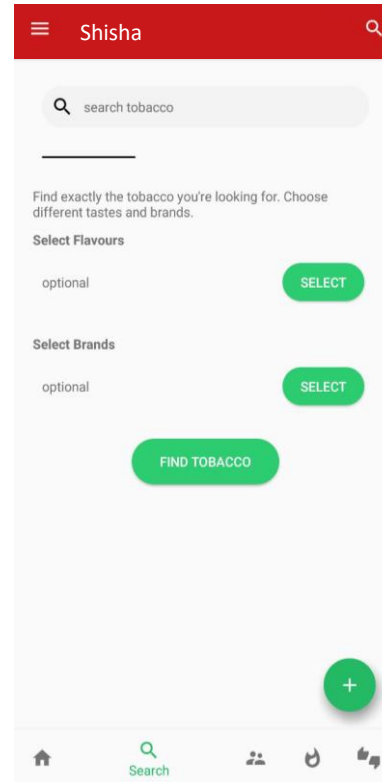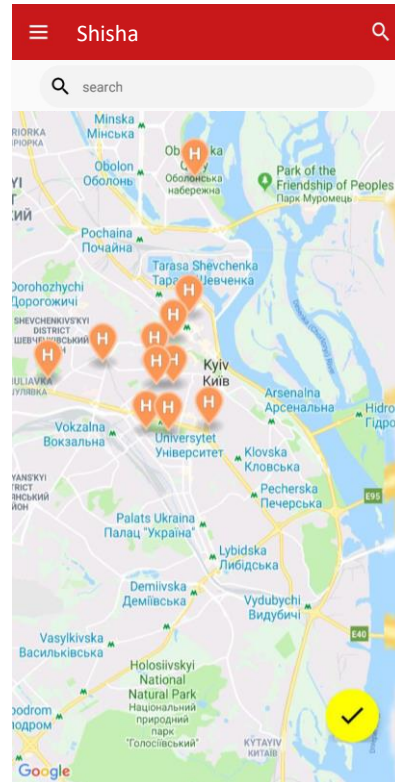Where can I chill?
With whom?

Use Cases

Map investigation

Shop location

Map – related

Bar finding

Bring-and-share

Mixes

Brands

How-to`s

Ranking

Shops and bars

Suggestions

Bring-and-share

Sharing to CN

Accounting

Gamification

Find-and-borrow

Mockups
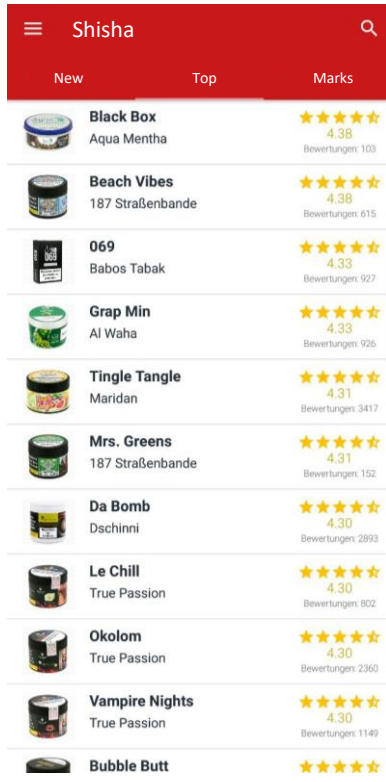
Challenges

Offline Challenge

Prefetched and cached information on client side

Connectivity Challenge

Prioritization of information

Usability Challenge

Vast functionality

Follow Material Design, intuitive interface, tips

Technologies & Architecture

Work plan

02.11.2018 - First presentation (today).

30.11.2018 - Minimal UI.

07.12.2018 - DB connectivity, accounting.

14.12.2018 - Presentation of Adaptation concepts.

07.01.2019 - First main features implementation.

01.02.2019 - Final presentation.

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Thank you for your attention!

Smoking is bad and could kill **you**.
Do not smoke!

Questions / suggestions?