



Application Development for Mobile and Ubiquitous Computing

Surfing Adventure

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Application Scenario

- Having no friends to go on adventures with either because you're new in town or because no one is up for the challenge;
- Not knowing where to find activities;
- Tired of doing the same things all the time.



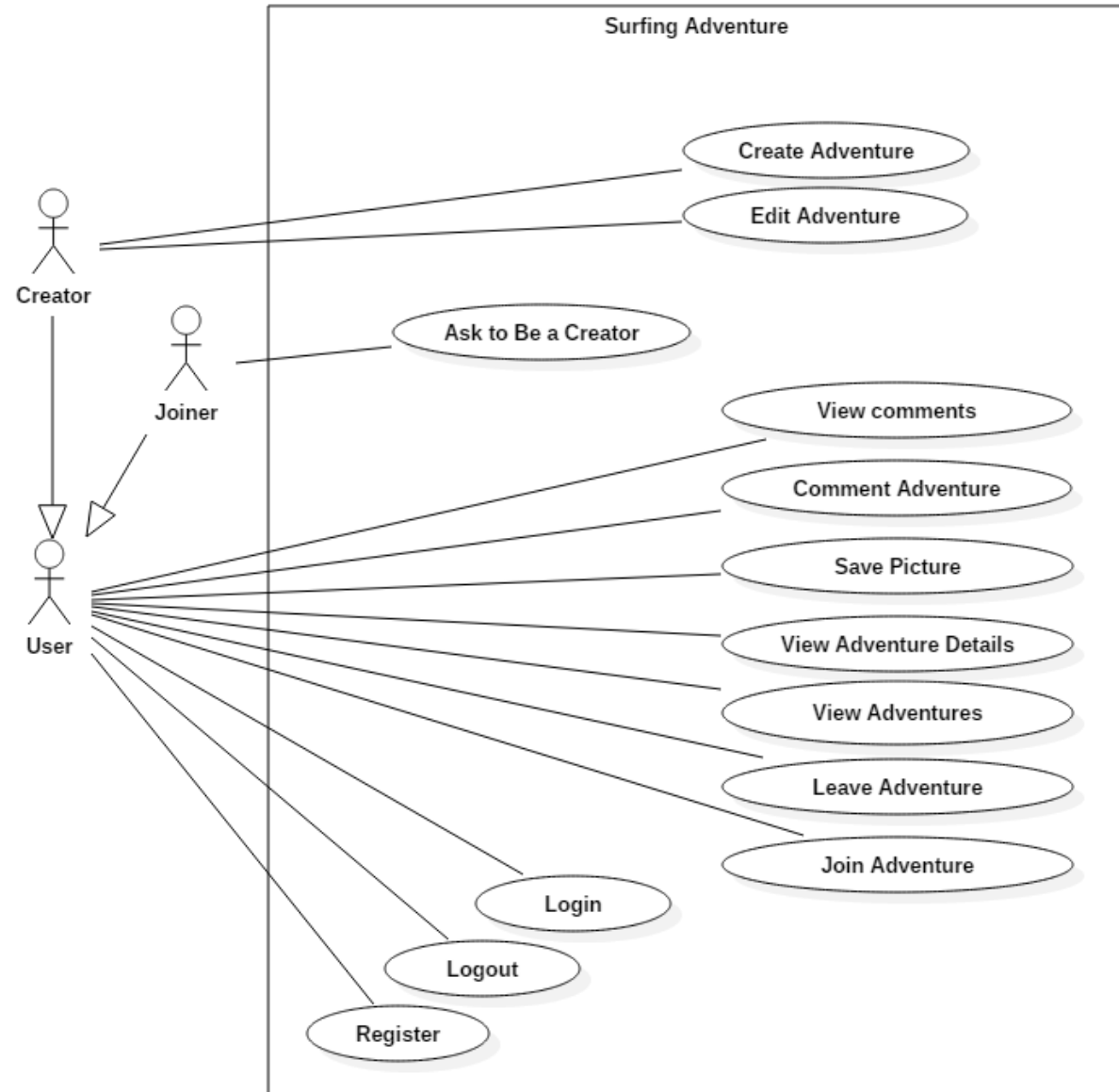
Application Scenario

Solution:


- “*Surfing Adventure*” - An easy way to find new adventures, meet new people and new places:
 - Find new adventures near you and join them;
 - Take a picture for each adventure, save it in your gallery so you can later revisit those fun moments;
 - Be proactive and you will soon be able to create your own adventures!



Use Cases



Mockup




Register

Full Name

Email

Password

Confirm




Login


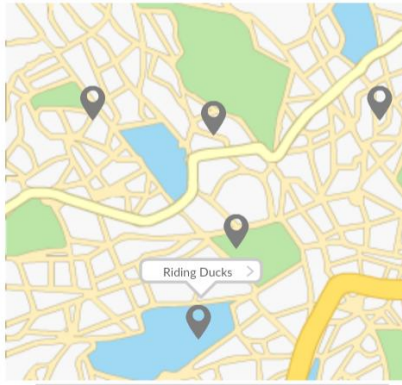
Email

Password

Don't have an account yet?





Adventures




Adventures Map

- Profile
- Create Adventure
- My Adventures
- Log out



Mockup




Create Adventure

Name of Adventure

Where?

Description

When?



Visit to The Grand Garden Palace

Join


Description

Join us in a visit through The Grand Garden Palace where you will be able to know the history and get mesmerized by the beauty of it all.

When and Where?

03/11/2018 at 13h00
Hauptallee 5, 01219 Dresden

View Comments



Mark Davis

Became a creator!


Upload a Picture

Adventures Map

Profile

My Adventures Became a creator!

Log out



Challenges

Offline Challenge

- Context: Detect if the application is online or offline
- Adaptation: Caching of the addresses of the users next adventures

Usability Challenge

- Context: Detect user location with GPS
- Adaptation: Center the adventures map in the users location.

Technologies and Architecture

Client

- Android Studio
- GPS
- GoogleMaps API



Server

- Firebase
- Java
- Eclipse
- MySQL

Connection

- REST
- JSON



Work Plan

02.11.2017: **First presentation**

November

- Backend development
- Discussion of the User Interface Design
- First steps at Android Implementation

14.12.2017: **Adaptation concept presentation**

December

- Discussion and implementation of the geolocation functionality
- Frontend development
- First functional prototype

January

- Testing and bug fixes
- Final version
- 01.02.2018: **Final presentation**