

Application Development for Mobile and Ubiquitous Computing

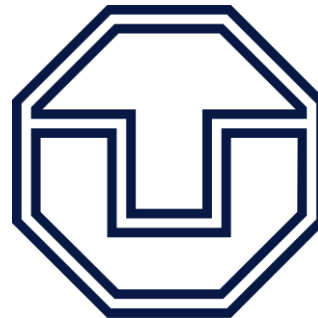
Erasmus Web

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Motivation

- Scatter of events accross different platforms
- Hard to keep up with all the events!
- Where to go? When? With who?

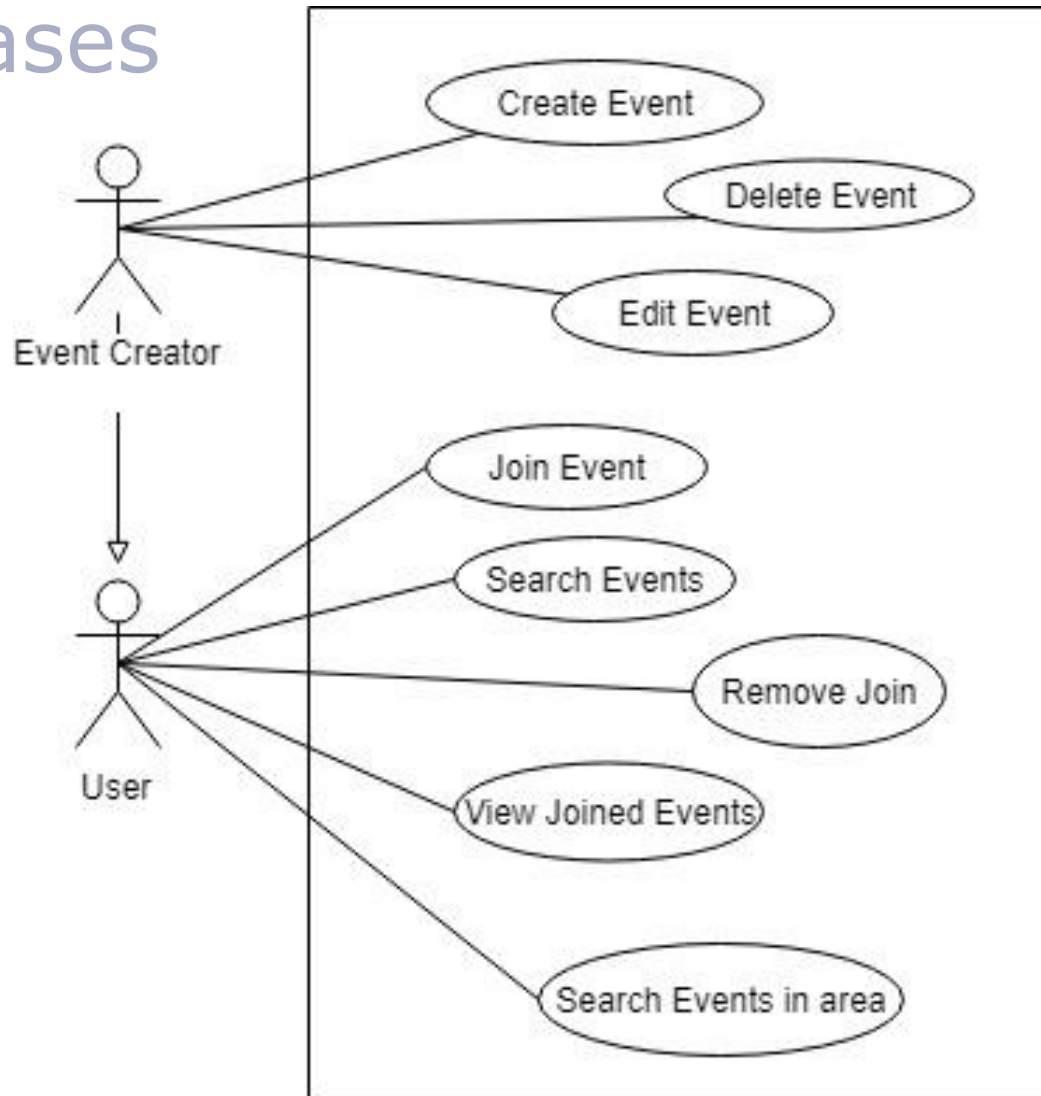


Idea

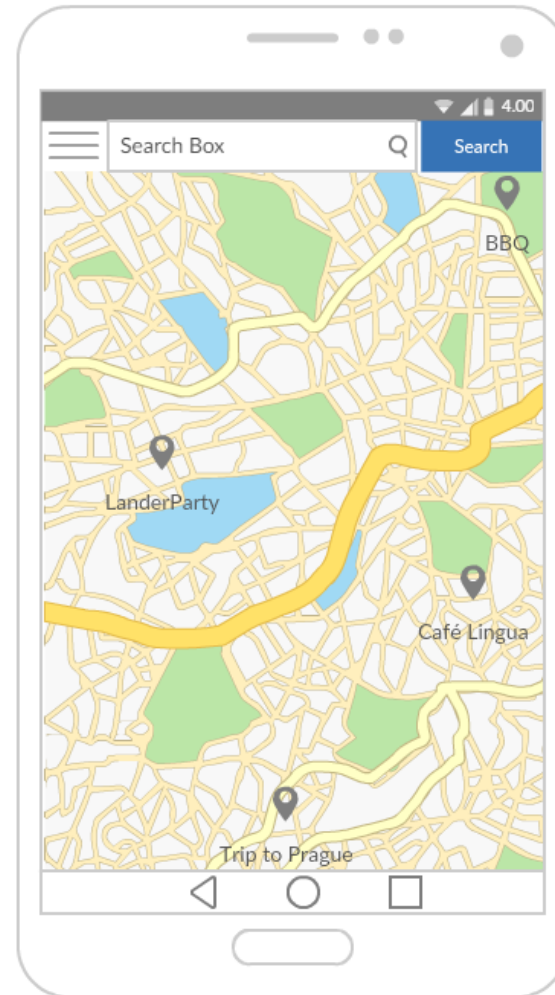
- Location-based event planner
- Centralization of events happening in an area
- Matching users with fellow students in the same situation

**erasmus Web**

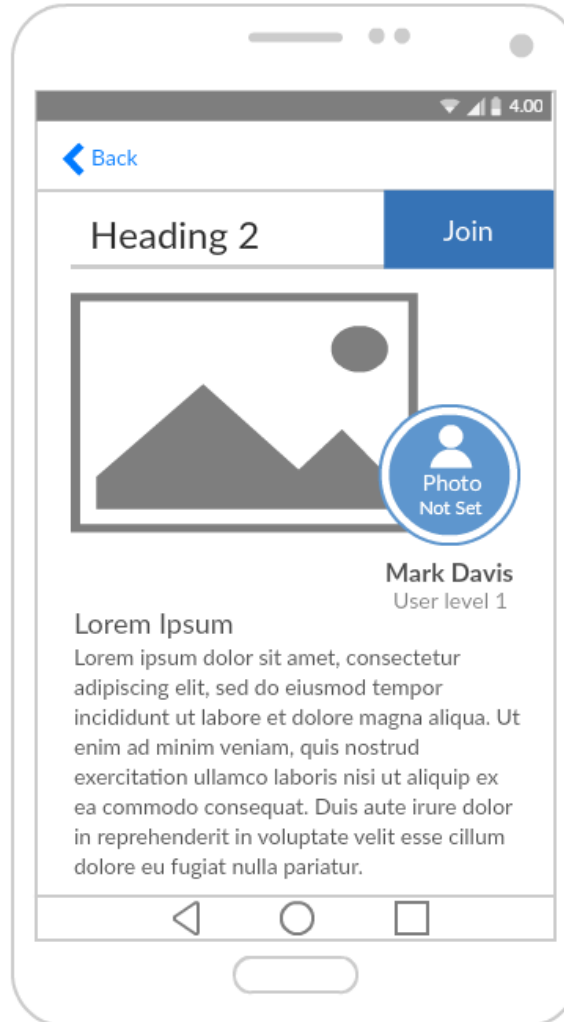
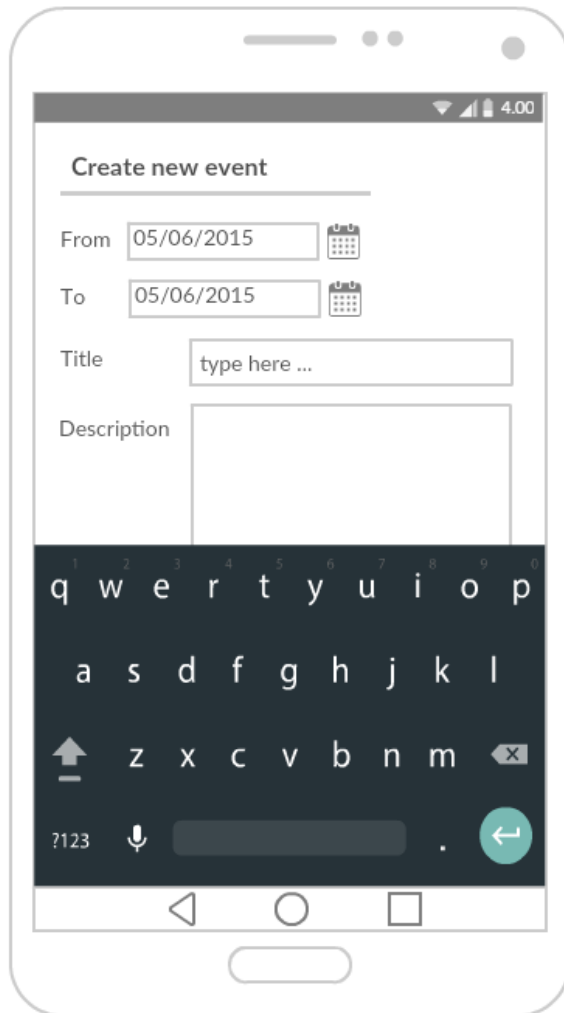
Use Cases



Mock Ups



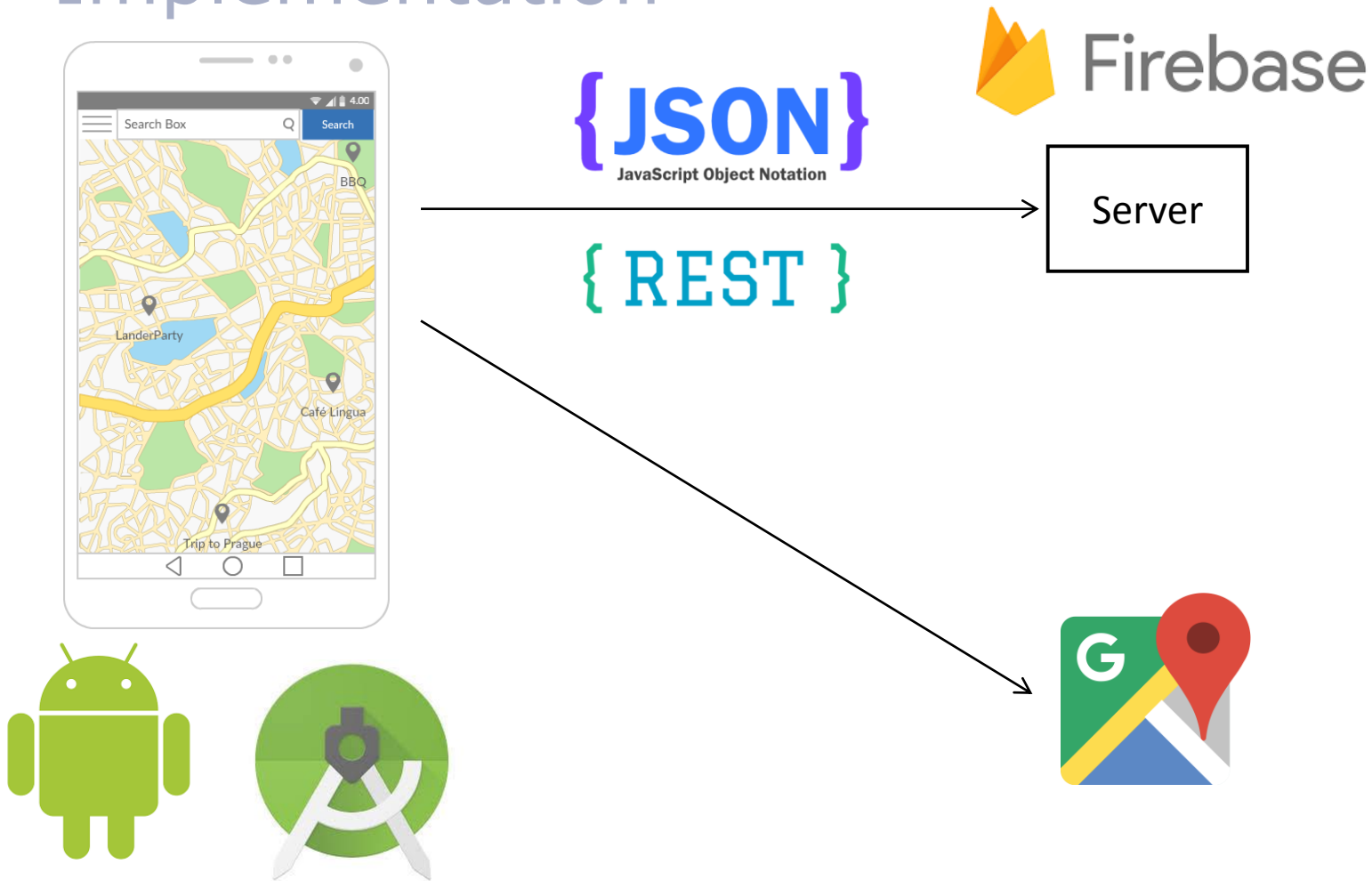
Mock Ups



Challenges

- Popularity
 - Need of an active community
 - If no one uses it, no one else will
- Offline Services
 - Unavailability of servers
- Phone Limitations
 - Limited Resources
 - Battery efficiency
 - GPS service

Implementation



Work Plan

- **01.11.2018:** First presentation
- November
 - Begin of implementation
 - Back end development
- December
 - Front end development
 - First prototype
- **14.12.2018:** Adaptation Concepts Presentation
- January
 - UI design
 - Bugfixing
 - Testing
- **01.02.2019:** Final Presentation