

Application Development for Mobile and Ubiquitous Computing

Backy - The App for Backpackers and Travellers

First Presentation

Group 14
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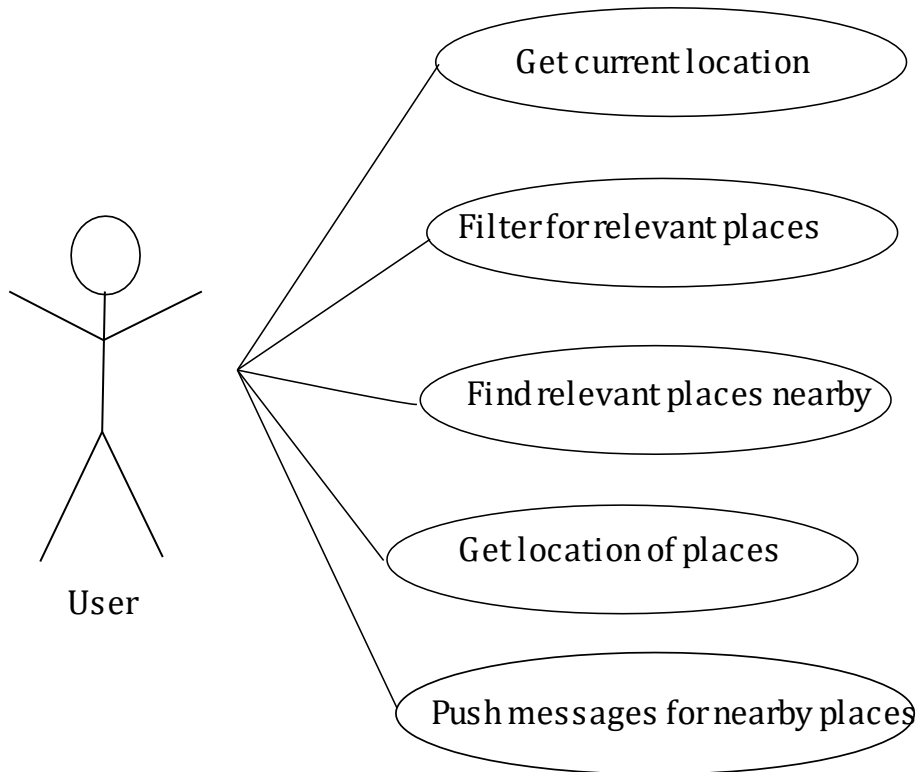
Scenario

Backpacker looking for spots of interest:

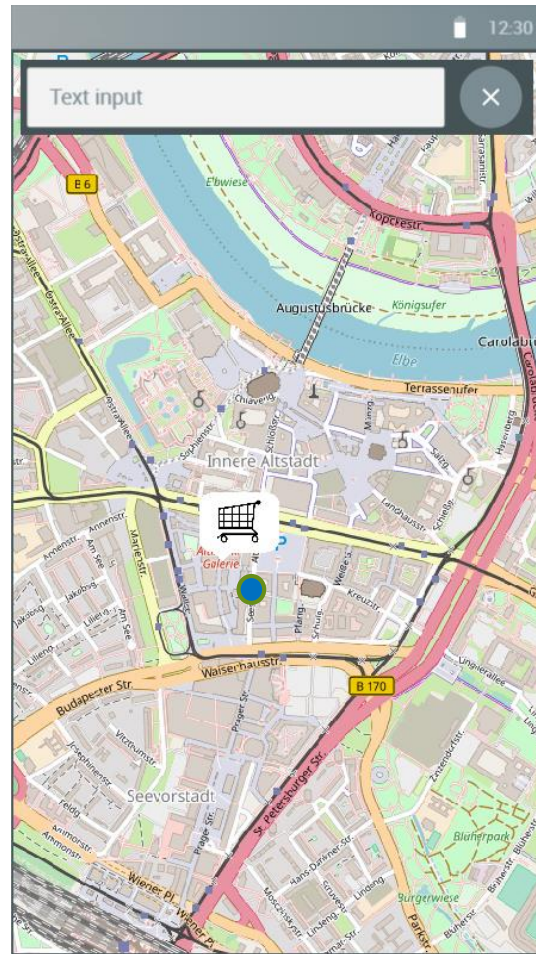
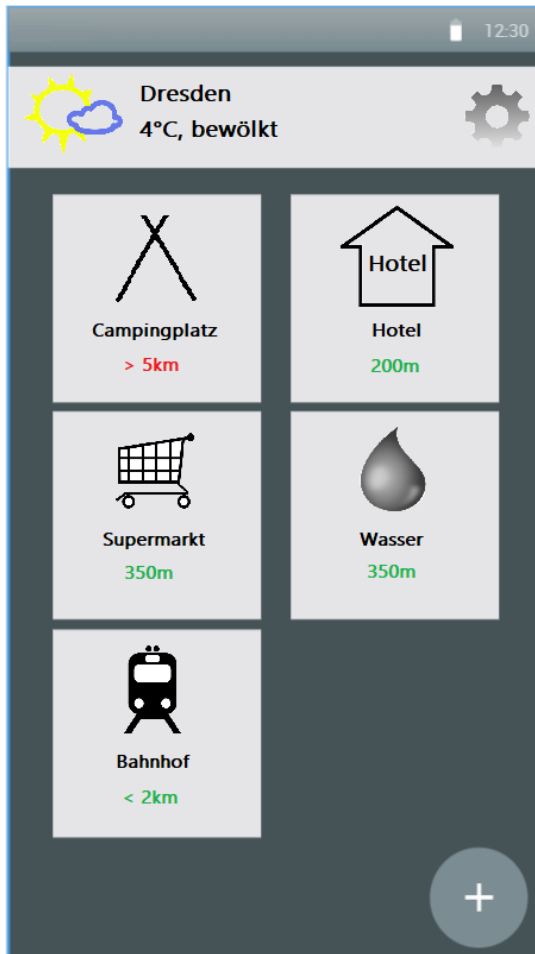
- Supermarket
- Restaurant
- Accommodation
- Water sources
- Transport possibilities

User can personalize filter for his needs

Use Cases



Mockups



Challenges

Offline challenge:

- Problem: areas with limited/no connection
- Solution: download maps for offline usage

Energy challenge:

- Problem: GPS consumes a lot of energy
- Solution: request location only when needed (e.g. if the app is used or according to settings)

Challenges

Usability challenge:

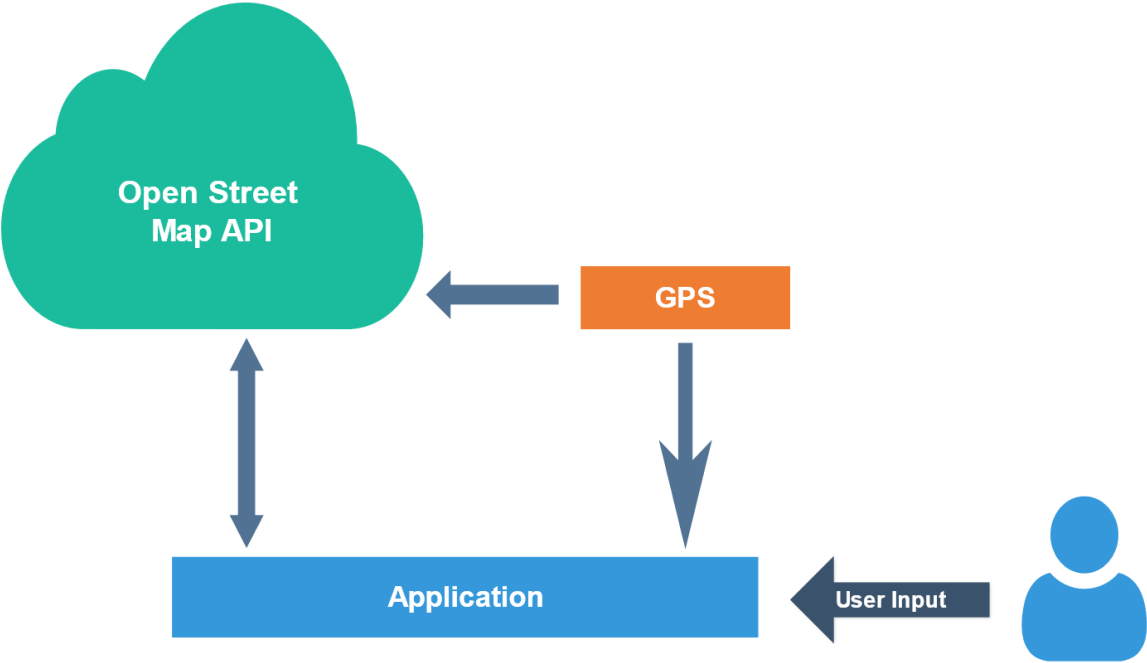
- Problem: different user tasks and roles
- Solution: personalization of user profiles

Technologies

- Operating System: Android
- Language: Java
- IDE: Android Studio 3
- Maps: Open Street Map



Architecture



Work Plan

- 22.10.2018: Learn how to use Android Studios
- 02.11.2018: First Presentation
- 03.11.2018: Begin of implementations
- 03.12.2018: First Prototype
- 14.12.2018: Second Presentation
- 01.01.2019: Testing & Bug Fixing
- 01.02.2019: Final Presentation