Application Development for Mobile and Ubiquitous Computing

Backy - The App for Backpackers and Travellers

Second Presentation

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Scenario

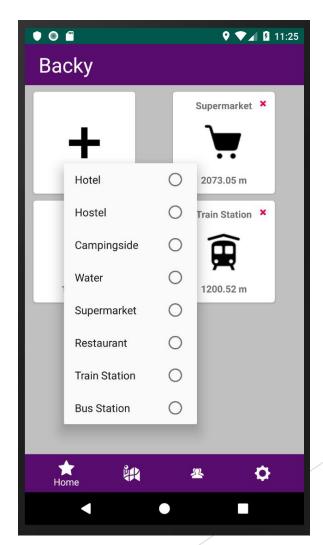
Backpacker looking for spots of interest:

- Supermarkets
- Restaurants
- Water sources
- Train and Bus Stations
- Hotels and Hostels
- Campsites

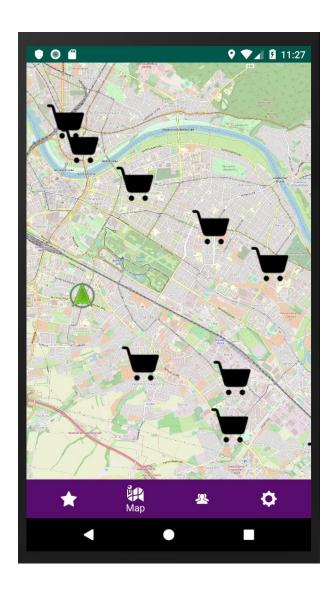
User can personalize filter for his needs

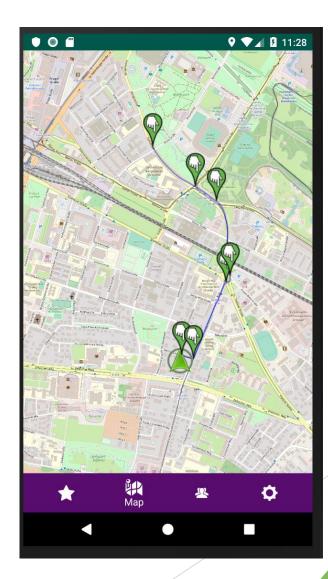
Screens 1



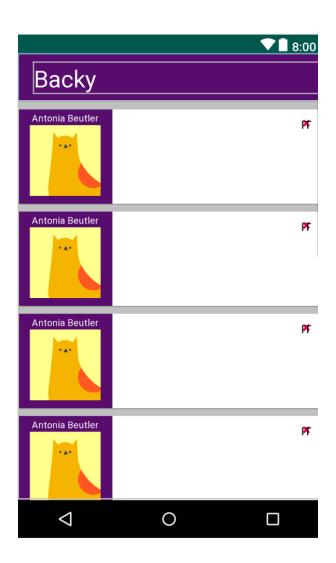


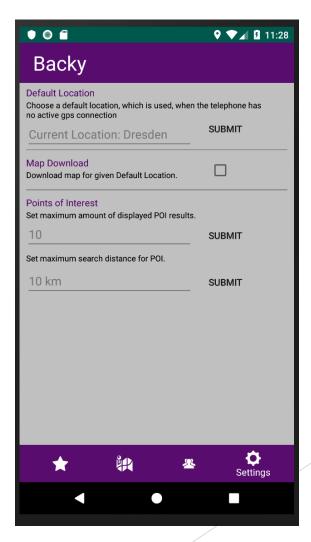
Screens 2





Screens 3





Context Features

- Battery level:
 - BatteryManager.EXTRA_LEVEL
- Charging state:
 - BatteryManager.BATTERY_STATUS_CHARGING
- Network state:
 - ConnectivityManager.TYPE_MOBILE, ConnectivityManager.TYPE_WIFI
- Last known location:
 - LocationManager
- Default location:
 - specified by user

Adaption: Location features

- Challenge: Provide location-dependend features
- Context: last known location, default location
- Adaption:
 - Map: update current location symbol every time location changed
 - Home Screen: update distance to closest POI every time location changed
 - ► Load of new POIs: only if new current location is more than 5 km away from the location the POIs where downloaded the last time
 - no last known location available from locationManager or if user enables use of default location: use of default location for the map and POIs

Adaption: Energy Consumption

- Challenge: create an app that is not consuming too much energy → GPS drains the battery
- Context: battery level, charging state
- Adaption:
 - < 30% batterie level and not charging: lower GPS update interval: double of normal interval (home screen: 5min, map: 10s for navigating) -> user can adjust interval
 - < 5% batterie level and not charging: disable GPS signal</p>

Adaption: Offline Usage

- Challenge: provide a working app in areas with limited or no connection
- Context: network state
- Adaption:
 - ▶ Use of offline maps if user enabled pre-download
 - Use of pre-downloaded POIs to show the distance to closest POI and to show on map
 - ► Calculation of routes is not possible

Technologies





- Operating System: Android
- Language: Java
- ▶ IDE: Android Studio
- Maps, Poi: Osmdroid
- Routing for pedestrian : MapQuest
- Storage: SQLite

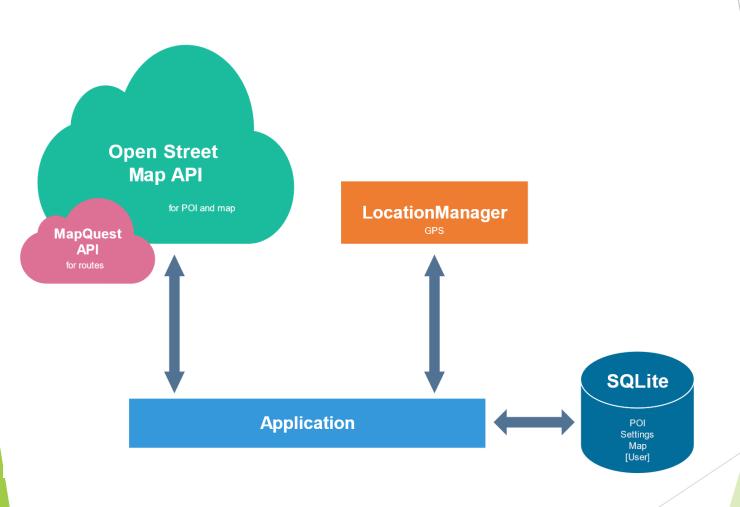








Architecture



Work Plan

- Refine UI
- Implement offline usage
- Improve navigation
- Bug fixing
- If enough time: social feature