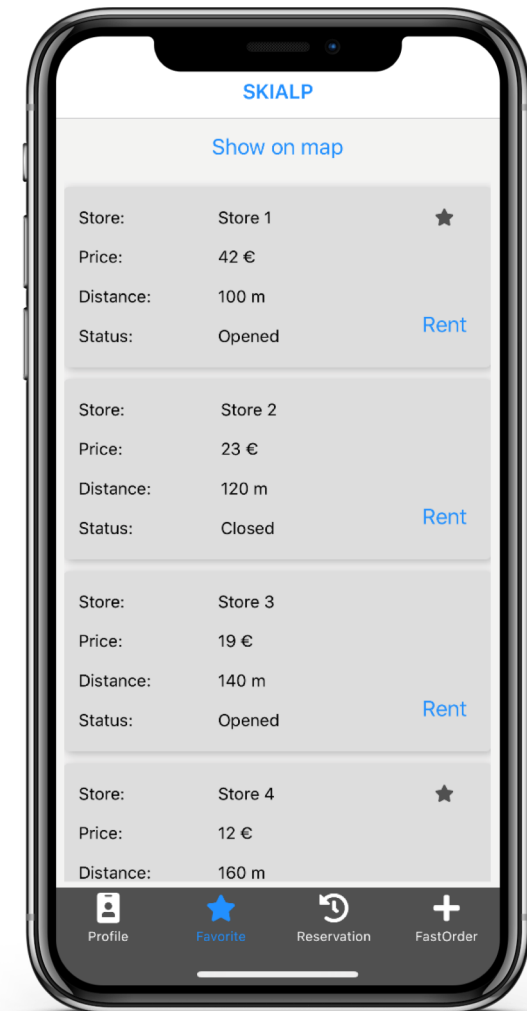


# SKIALP – Rent to win

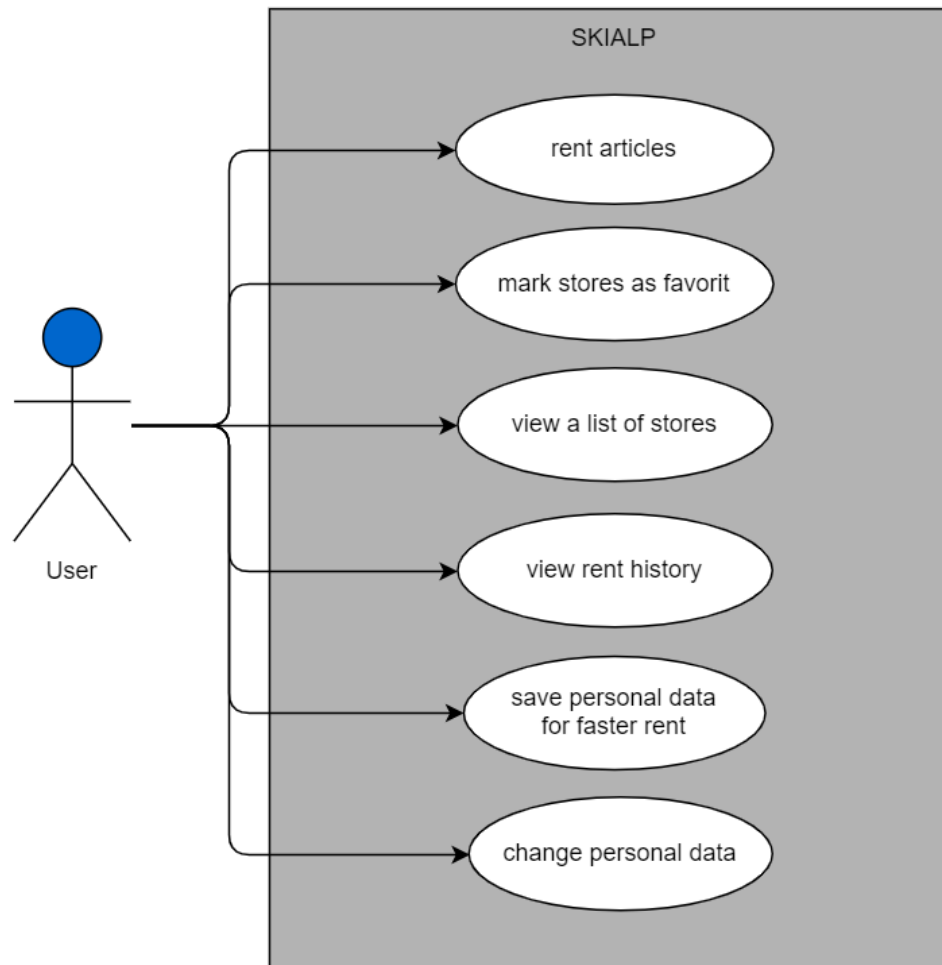
An app designed in the lecture **APPLICATION DEVELOPMENT FOR MOBILE AND UBIQUITOUS COMPUTING**

# App idea

- rent skiing equipment mobile
- Prepare your reservation on phone and get your fitting equipment on site
- find stores in your environment or search for them in a specific place



# Use Case



# Challenges



- **Offline**

- store catalog in cache for offline search



- **Connectivity**

- notify user in case of remaining reservations



- **Usability**

- convenient app design
- usable on majority of mobile phone

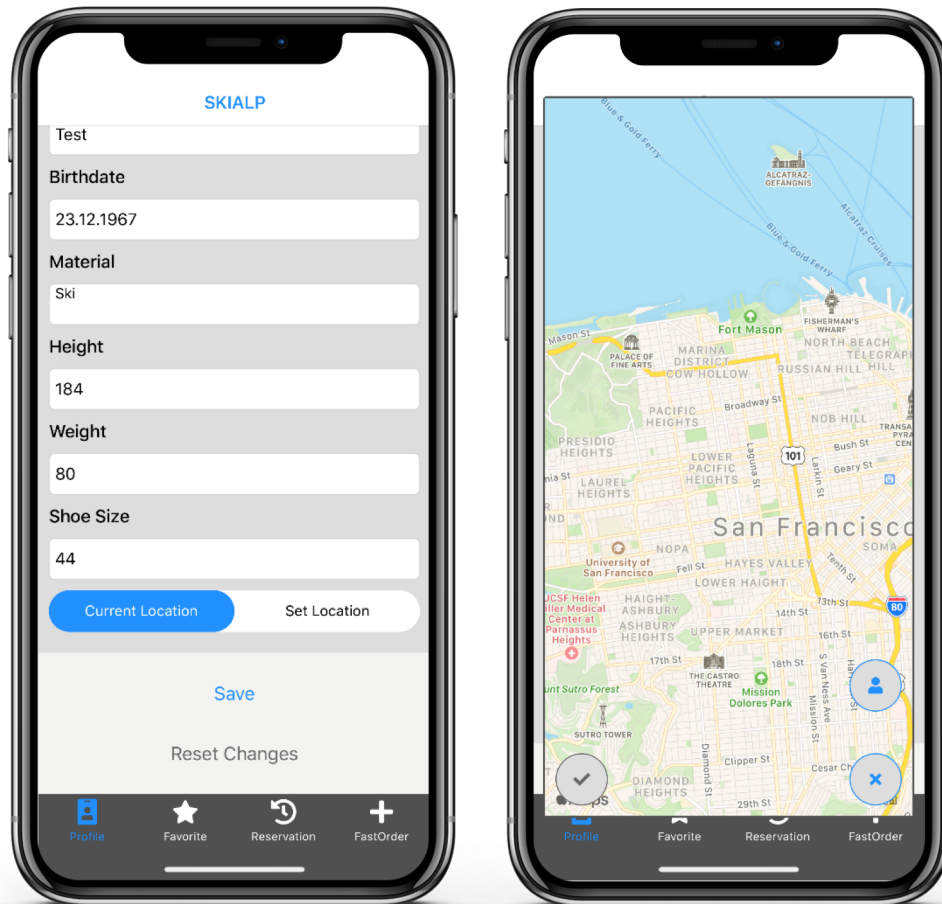
# Offline Adaptation



- Context (*Personal*): personal informations
  - name, address, height, shoe size, head size, skill level
- Mechanism: delayed write-back
- Control: preparing reservation offline, caching until connectivity is given, send it to server

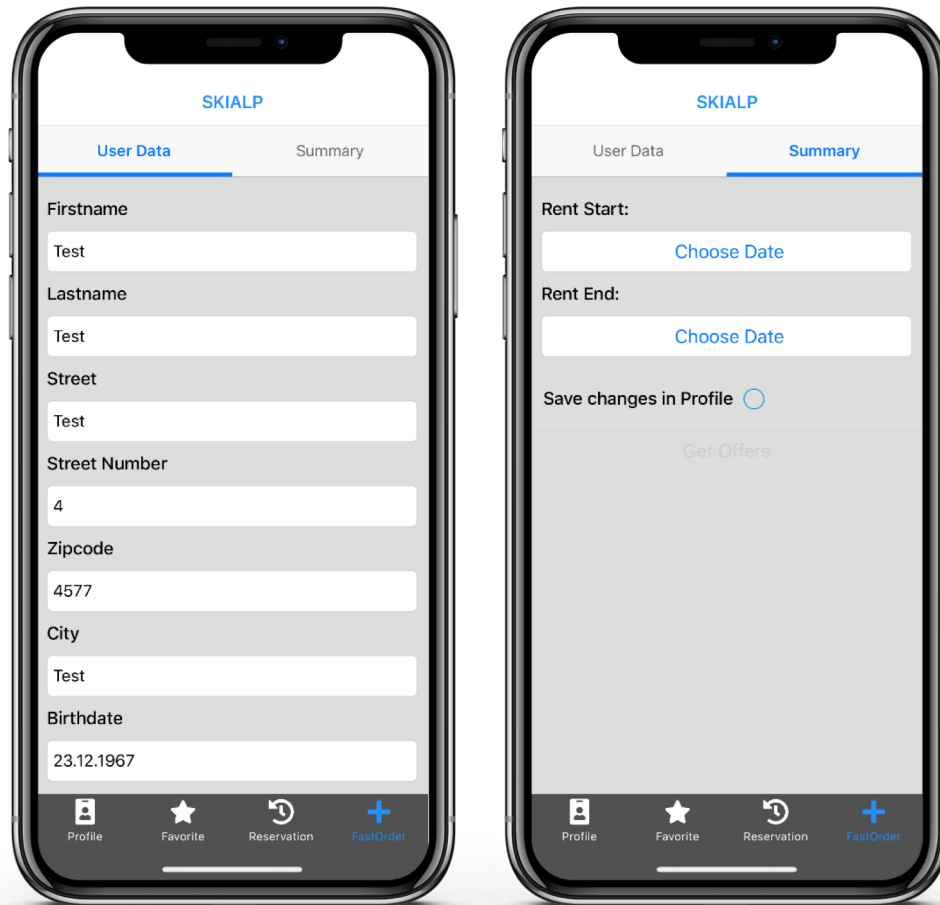


# Connectivity Adaptation



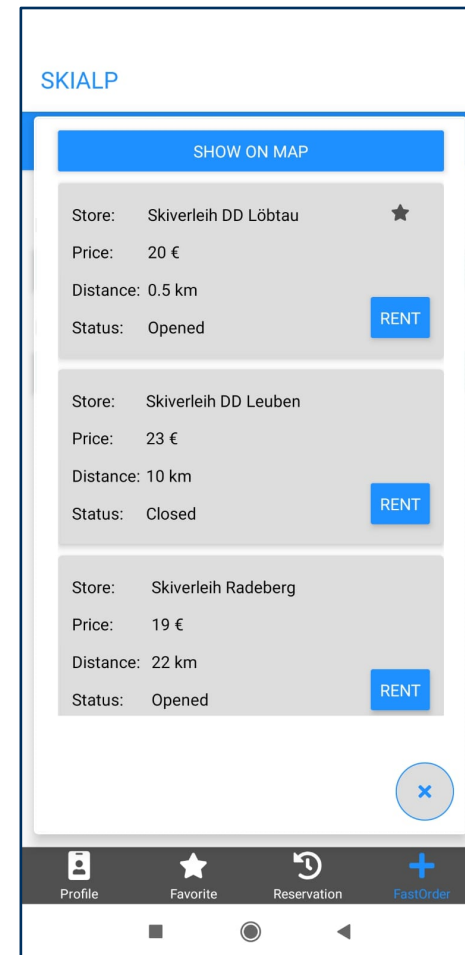
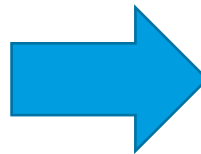
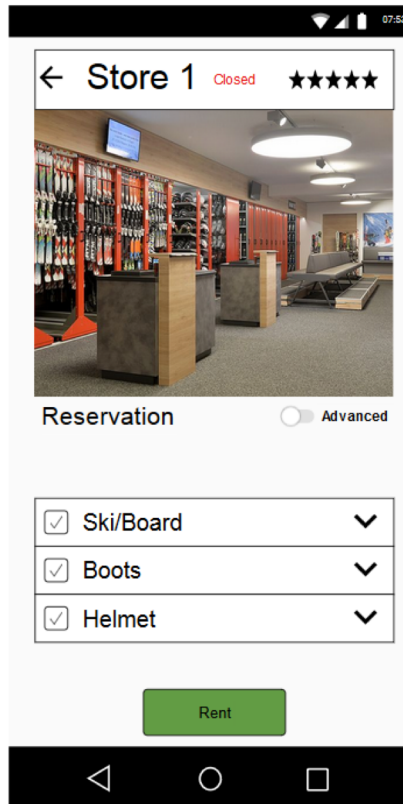
- Context(*Personal*): personal informations
  - current or set location
- Mechanism: app data → reduction → filtering
- Control: filtering offers (stores) by closest location

# Usability Adaptation



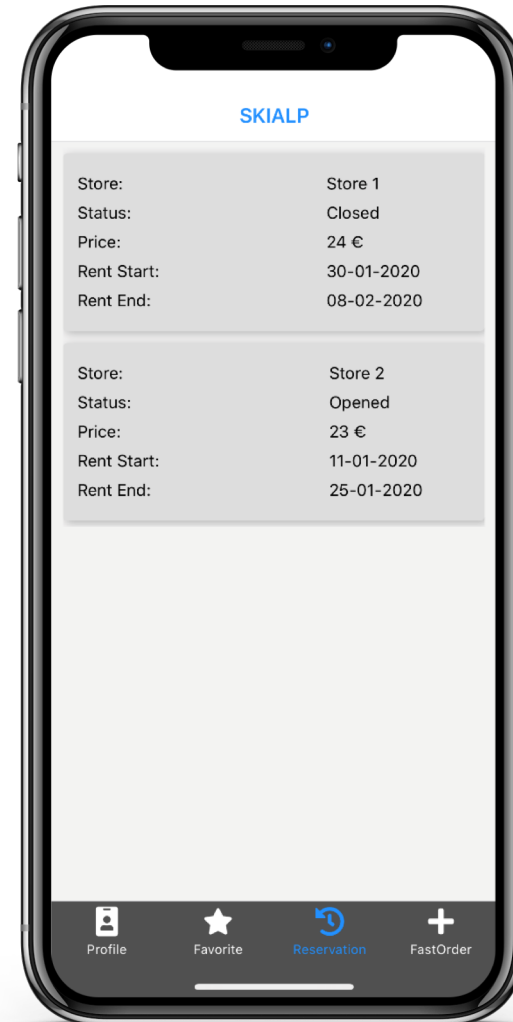
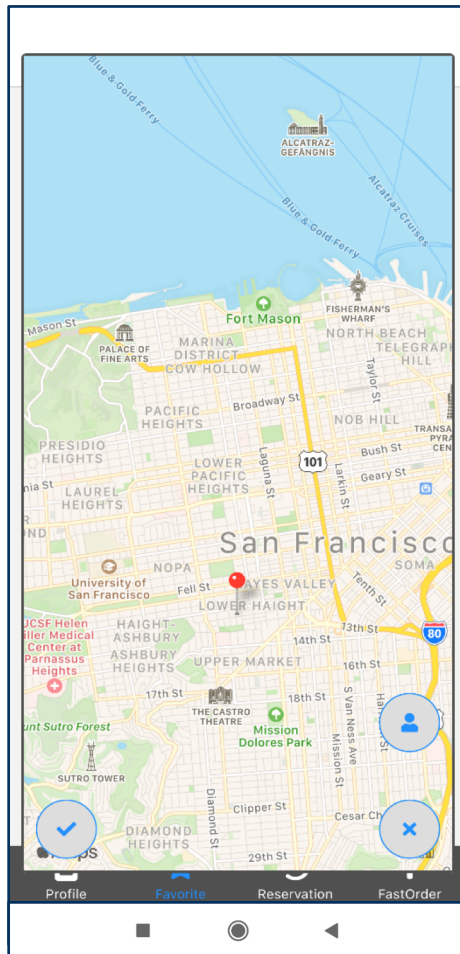
- Context (*Physical, Personal*):  
Location
  - Getting user location via GPS
  - Getting personal informations from profile
- Mechanism: reduce user interactions
- Control: fast one/two-click reservation with prestored personal information, getting offers in location based area

# From idea to implementation



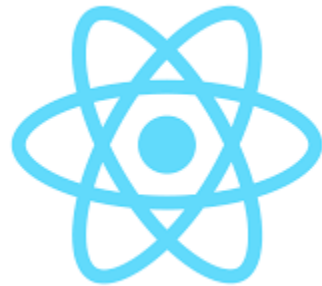


# Other screenshots



# Technologies

Frontend



**Geolocation**

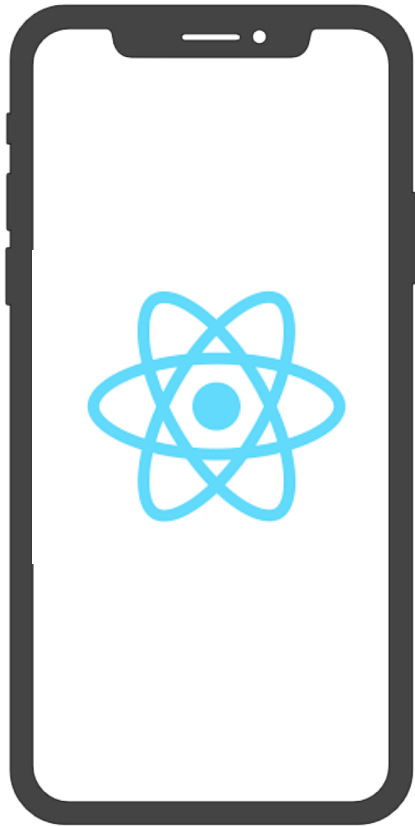
**AsyncStorage**

**React Native Maps, by Airbnb**

Backend



# Architectures



<https://imageog.flaticon.com/icons/png/512/31/31988.png?size=1200x630f&pad=10,10,10,10&ext=png&bg=FFFFFF>

**Thanks for your attention**