THE PROBLEM
WHAT'S GOING ON …''THERE''?

- You're late to Vitaletti's lecture…is it worth taking the bus to get there?

- You're going out to a party and want to know if it's fun?

- There's a *flash-mob* and you want to tell everyone around you to join!

That's easy if you have some friends ''there'', but how can you **message a place?**

OUR ANSWER
LOCALIZED COMMUNICATION

You can reach people even if you don't know them:
what you have in common is the **interest in a location.**

- **Geo-localized information** visible on a map

- Simple to use interface through which you can join a **#Square** and share stories

- **Create a new #Square** in the places that you need

Anyone *on the go* is a potential **user.**

USE CASE
WITH SOME UI MOCKUPS

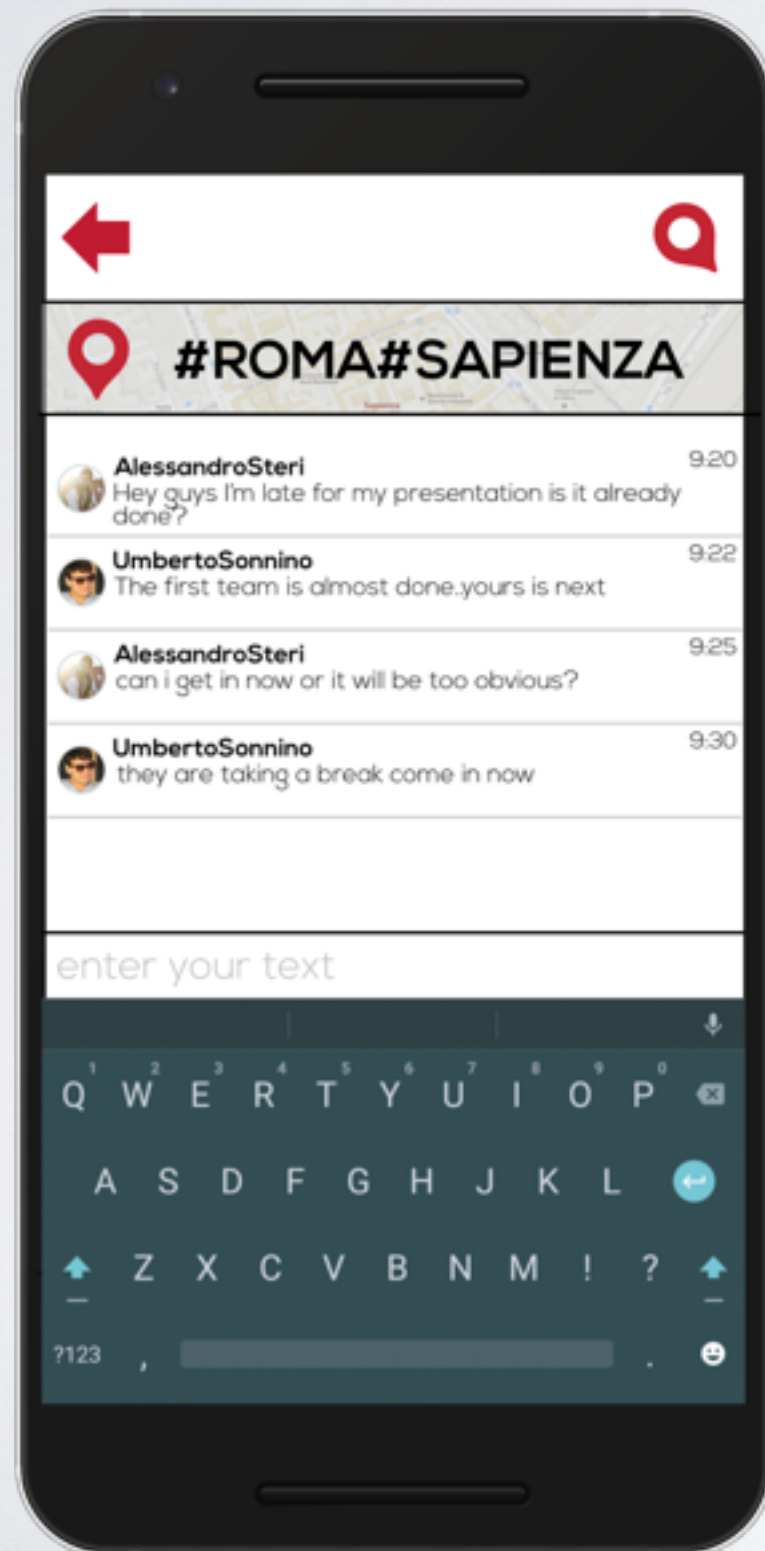Easily login with **Facebook**.

USE CASE
WITH SOME UI MOCKUPS

Search for a **#Square** around your current location.

USE CASE
WITH SOME UI MOCKUPS

Join a square!

Someone tell you that the party is going HAM, just in time for you to be part of the fun

OVERALL ARCHITECTURE
A TASTE OF WHAT WE HAVE TO DEAL WITH

External Resources:

- Google Maps APIs & locations information
- Facebook APIs and User database

Server Side:

- Find a #Square around you
- Store user's data through SQL Database

Client Side:
- Create a new #Square to share stories
- Interactive, maps-based UI
- Use hashtags to define a specific location path
  e.g. *#Roma #Sapienza #ComputerScience*

OBJECTIVES
WHAT?…WHEN!

First Milestone (Jan 15th)
- Persistence with a Cloud-Based DBMS
- Working feeds
- A textual application for demonstration purposes

Second Milestone (Feb 15th)
- Full Google Maps API integration
- Hashtag (SquareTag) tree-based structure built
- First experimental mobile app

Third Milestone (Mar 15th)
- Fully built mobile UI with working Android Client
- Users can interact with the map and create a #Square
- Push notifications