

COMMON NEEDS IN COMMON PLACES

NSQARE

INSQUARE

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.**

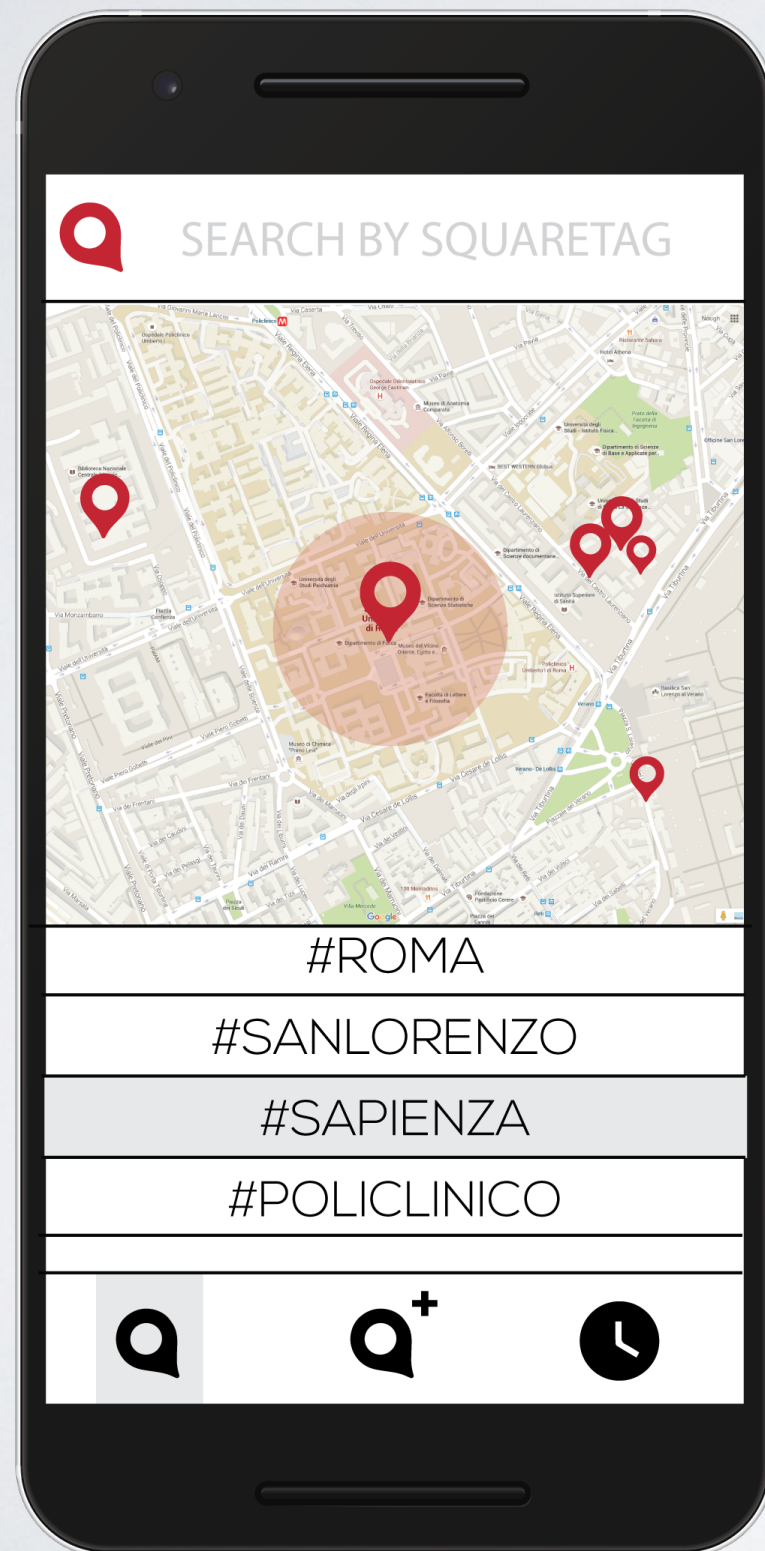
USE CASE

WITH SOME UI MOCKUPS



Easily login with **Facebook**.

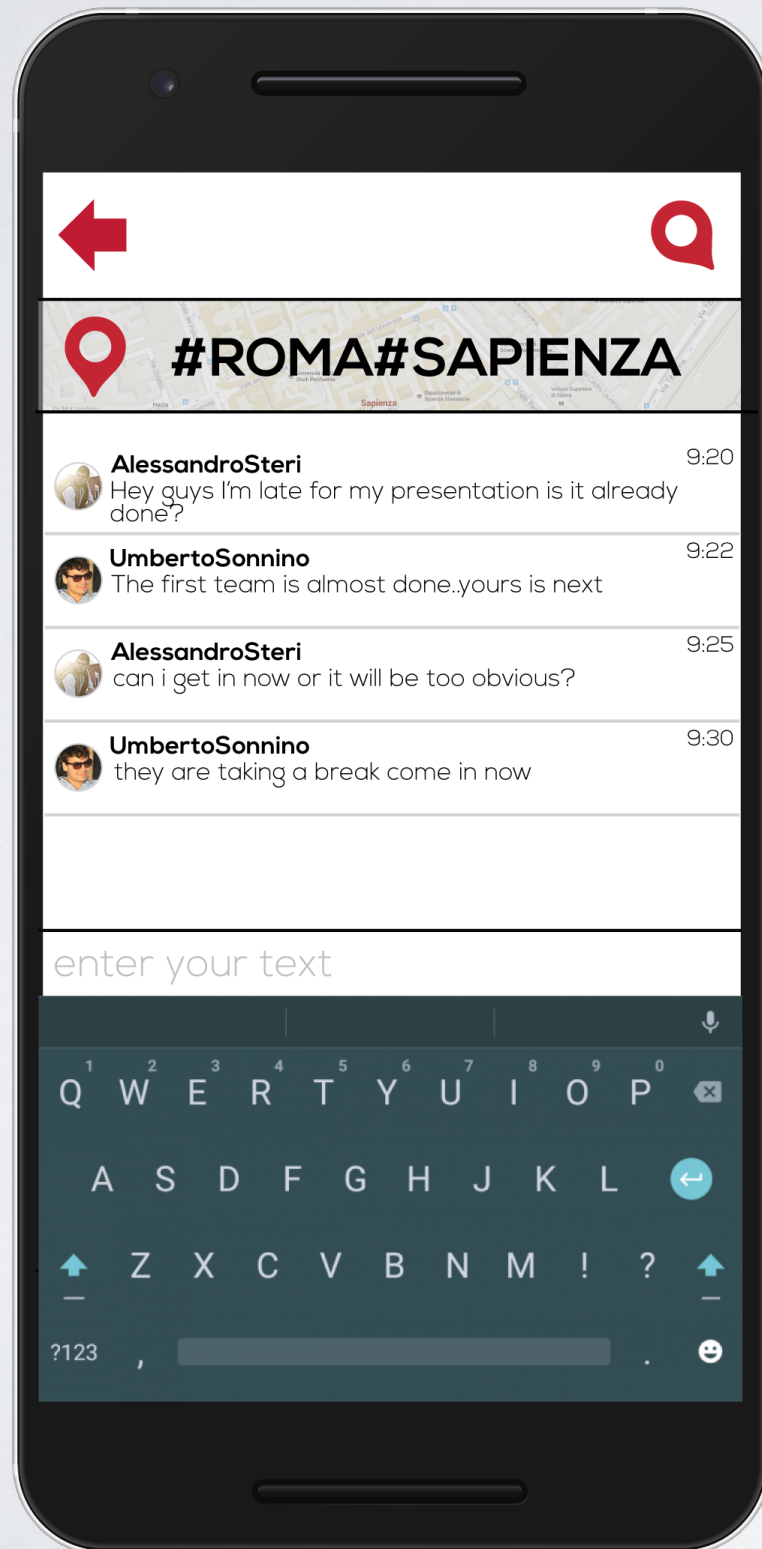
USE CASE WITH SOME UI MOCKUPS



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)

- Create new #Squares to share story
- Interactive, maps-based UI
- Use hashtags to define a specific location path
e.g. #Roma #Sapienza #ComputerScience