

Mobile Application Development

Course project

2013-14

A mobile application supports people in planning, performing, documenting, and sharing large biking tours (i.e., tours lasting one or more days).

The application should offer suitable tools for each of these phases, trying to provide as much information as possible without overloading the user with unnecessary details for the current phase.

The planning phase should provide tools for defining the tour, estimating its duration, difficulty and offer possible logistic support.

During the tour, the user should be given directions to follow the planned tour, notifications and alerts about possible discrepancies between the planned tour and the actual position or points of interest in the surroundings. During the tour, the user can also take pictures and record movies, properly annotated, in order to make them available later when reviewing the tour data.

The tour review function allows browsing the collected data and media, showing them in a suitable form to be shared on a blog or circulated via e-mail to friends. This report should try to represent information in a way that conveys personal experiences and emotions.

Before implementing the application, focus on user needs and expectations and properly design the user experience, taking into account that some functionalities can be accessed at home or in quiet environment, while others should be accessed on the move, paying limited attention to the device screen.

Design and implement an application conforming to the above specifications, either for the iOS or the Android operating system.