

Developer Manual

Code Structure:

For information about classes, methods and their relationship please view the UML diagram provided in our repository(<https://github.com/HampusLilja/AndroidProject>)

Application:

The messages and the user settings are saved in the application(except if you change nickname, this will be stored in the server)

GCM:

GCM is short for Google Cloud Messaging and is used to send data between the application and the server

Server:

The server links the nickname chosen by the user with the registration ID sent from the users android device and save them. The users' location(latitude and longitude), which(if any) room the user is currently in and a list of all the users in all the rooms.

We will add some explaining diagrams but we aren't sure how the server communication will work yet so this will be added later.