

Mobile Applications and Services

Challenge Project: Ready2Meet

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- ▶ Facilitate creating events and inviting people
- ▶ Provide tool for organizing the people joining the event
- ▶ Invite people you do not yet know based on their location
- ▶ Receive notifications on possible activities nearby

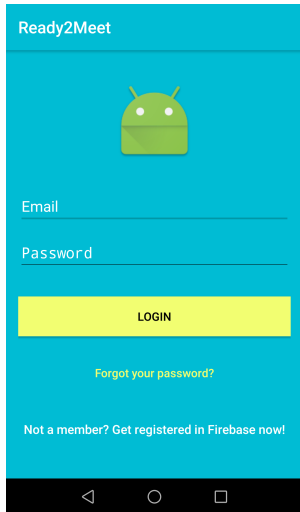
Business Model

- ▶ Target users: Everyone
- ▶ Development currently only for Android
- ▶ Pricing:
 - ▶ Free basis version (advertisements possible)
 - ▶ In-App purchases for extended features e.g. business customers
- ▶ Marketing strategy: ???

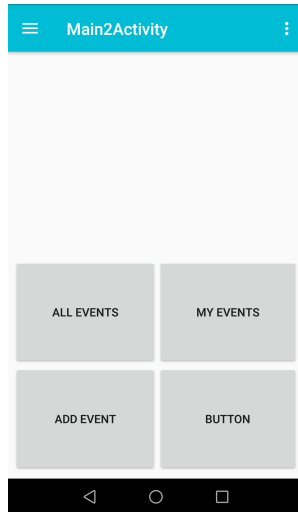
Competitors

- ▶ Fever:
 - ▶ Generates an event list taking into account your interests
 - ▶ Only few events, only big cities
 - ▶ Focus on commercial events
- ▶ WeTorch
 - ▶ Free app that provides a selection of events near your location
 - ▶ Only in Spanish
 - ▶ Focus on cultural events and arts
- ▶ Event Manager: helps event organizers to grow their event reach and manage it
- ▶ Event Manager by Billeto: gives an overview of the event for event managers

UI Design and Click Stream

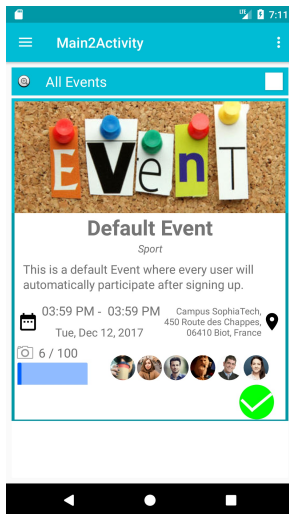


(a) Login Screen

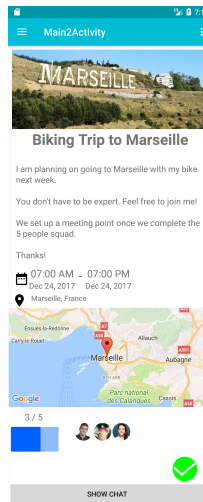


(b) Start Screen

UI Design and Click Stream

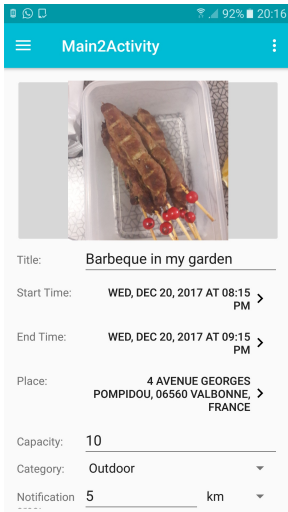


(c) Event List



(d) Event Details

UI Design and Click Stream



Main2Activity

Title: Barbeque in my garden

Start Time: WED, DEC 20, 2017 AT 08:15 PM

End Time: WED, DEC 20, 2017 AT 09:15 PM

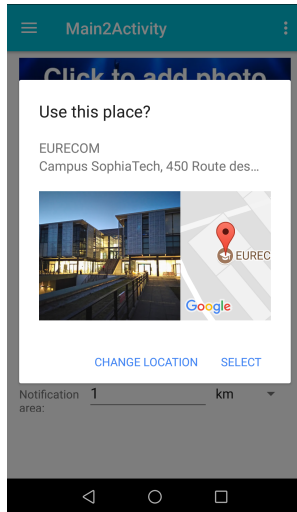
Place: 4 AVENUE GEORGES POMPIDOU, 06560 VALBONNE, FRANCE

Capacity: 10

Category: Outdoor

Notification 5 km

(e) Add Event



Main2Activity

Click to add photo

Use this place?

EURECOM
Campus SophiaTech, 450 Route des...

CHANGE LOCATION **SELECT**

Notification area: 1 km

(f) Add Event Location

Use Case – Joining an event

- ▶ User is in a new city (e.g. holidays) and wants to do something
- ▶ User opens the app and sees events of different types nearby
- ▶ User can join the event
- ▶ During event: user can take and share pictures
- ▶ In case of notifications: User is notified about new events or when his location changes

Use Case – Creating an event

- ▶ User has an idea for an event
- ▶ User opens the app and creates the event (time, place, category, capacity, . . .)
- ▶ User can manage participants
- ▶ Participants can organize themselves in a chatroom which is automatically created

SW Architecture – Database

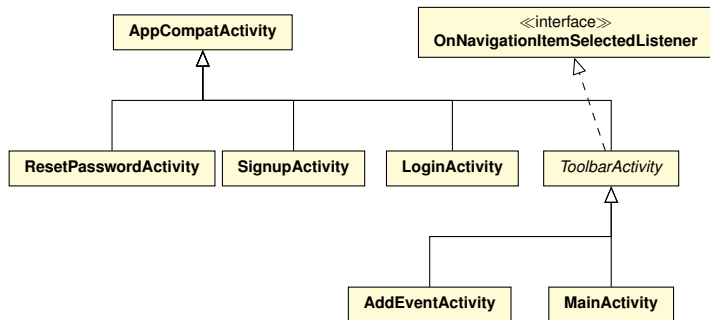
fr.eurecom.Ready2Meet.database::User

- + DisplayName : String
- + ParticipatingEvents: Map<String, Boolean>
- + ProfilePictureURL : String

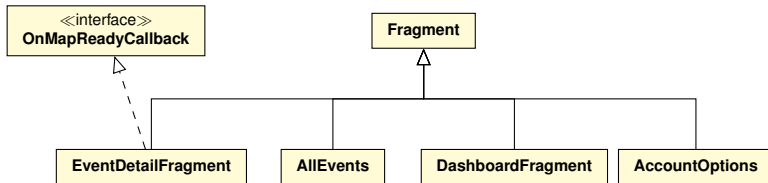
fr.eurecom.Ready2Meet.database::Event

- + id : String
- + title : String
- + description : String
- + owner : String
- + current : Long
- + categories : Map<String, Boolean>
- + capacity : Long
- + picture : String
- + place : String
- + startTime : String
- + endTime : String
- + Participants : Map<String, Boolean>
- + notificationArea : Long
- + latitude : Double
- + longitude : Double

SW Architecture – Activities



SW Architecture – Fragments



Permissions:

- ▶ Internet
- ▶ Location
- ▶ Read and write calendar

Frameworks used:

- ▶ Firebase: Realtime database
- ▶ Picasso/Glide: Image rendering
- ▶ Google Play Services: Maps

Status and Planning

SW development methodology:

- ▶ Rapid application development: Prototyping, Adjustment of requirements
- ▶ Chaos model: Resolve most important issue first

Project status:

- ▶ Core functionality already available
- ▶ Creating and joining events

Status and Planning

Work plan:

- ▶ Add chat functionality
- ▶ Add photo gallery
- ▶ Add proximity notifications
- ▶ UI and performance improvements

Task attribution:

- ▶ ???

DEMO

Questions?