

# 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

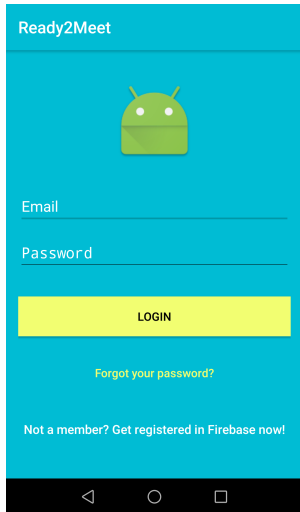
# Business Model

- ▶ 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: ???

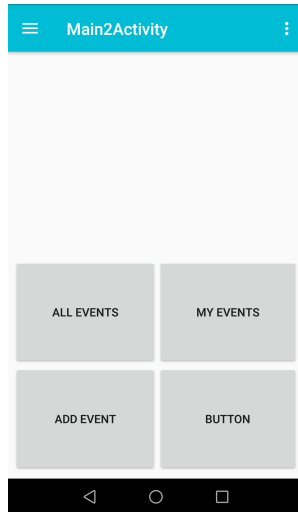
# Competitors

- ▶ 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

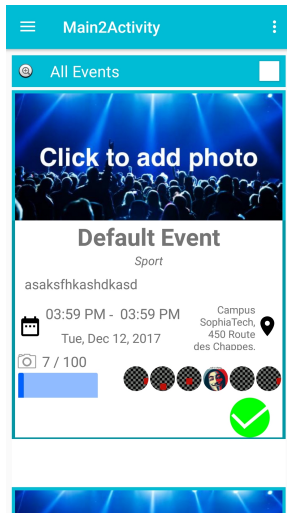


(a) Login Screen

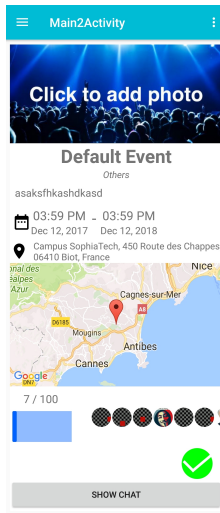


(b) Start Screen

# UI Design and Click Stream

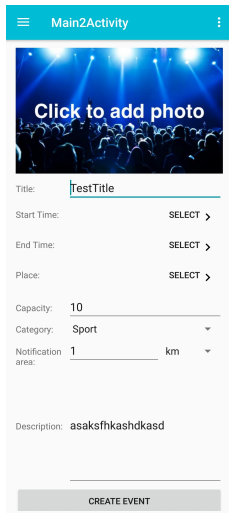


(c) Event List



(d) Event Details

# UI Design and Click Stream



**Main2Activity**

**Click to add photo**

Title:

Start Time: SELECT >

End Time: SELECT >

Place: SELECT >

Capacity:

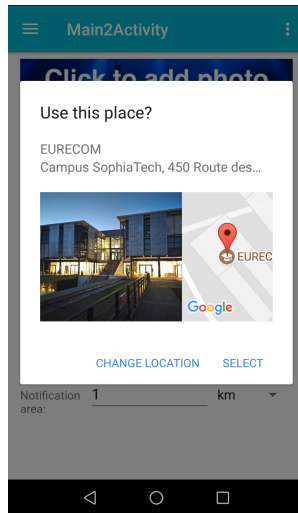
Category: Sport ▾

Notification area:  km ▾

Description:

**CREATE EVENT**

(e) Add Event


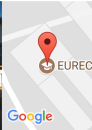


**Main2Activity**

**Click to add photo**

**Use this place?**

EURECOM  
Campus SophiaTech, 450 Route des...

CHANGE LOCATION SELECT

Notification area:  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

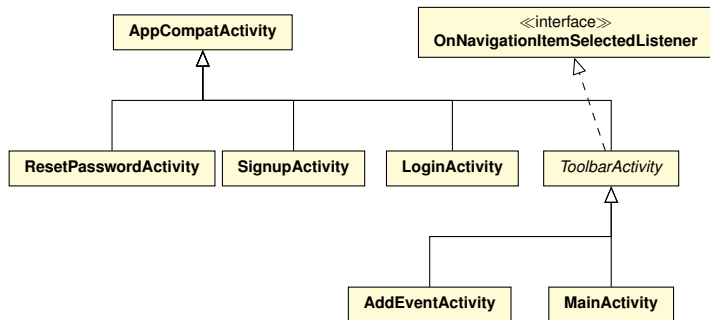
**fr.eurecom.Ready2Meet.database::User**

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

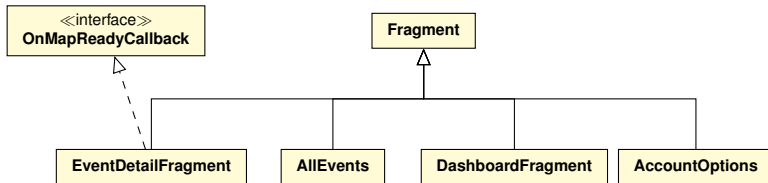
**fr.eurecom.Ready2Meet.database::Event**

- + 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

## 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
- ▶ Add management possibilities
- ▶ UI and performance improvements

## Task attribution:

- ▶ ???

# DEMO



# Questions?