

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
- ▶ Competitors:
 - ▶ ???
- ▶ Pricing:
 - ▶ Free basis version (advertisements possible)
 - ▶ In-App purchases for extended features e.g. business customers
- ▶ Marketing strategy: ???

UI Design and Click Stream

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

software architecture of your app, classes and inter-dependencies (UML/...)

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?