Mobile Applications and Services

Challenge Project: Ready2Meet

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EURECOM

- ▶ 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

- ▶ 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: **???**

- 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

- ▶ 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

- ▶ 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

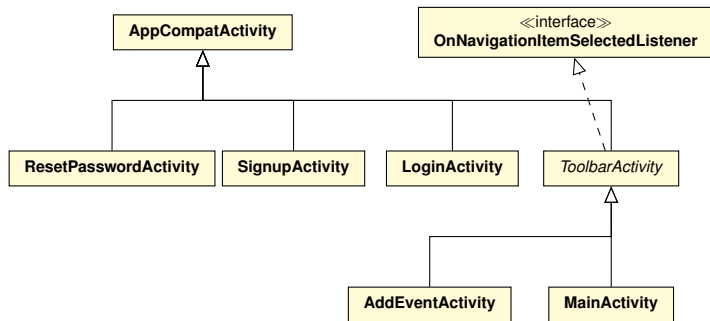# SW Architecture – Database

fr.eurecom.Ready2Meet.database::User

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

fr.eurecom.Ready2Meet.database::Event
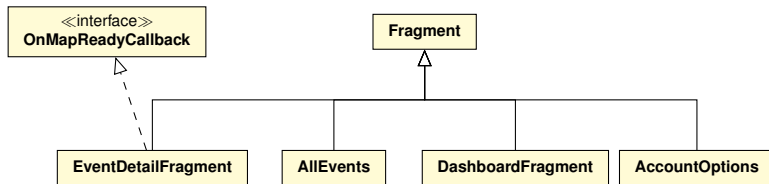
+ id : String
+ title : String
+ description : String
+ owner : String
+ current : Long
+ categories : Map<String, Boolean>
+ capacity : Long
+ picture : String
+ place : String
+ startTime : String
+ endTime : String
+ Participants : Map<String, Boolean>
+ notificationArea : Long
+ latitude : Double
+ longitude : Double

Permissions:

- ▶ Internet
- ▶ Location

Frameworks used:

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

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

Work plan:

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

Task attribution:

- ▶ **???**

DEMO

Questions?