

Mobile Applications and Services

Challenge Project: Ready2Meet

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18 December 2017

- ▶ 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 easily
- ▶ Event Manager by Billeto: gives an overview of the event for event managers

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

SW Architecture – Database

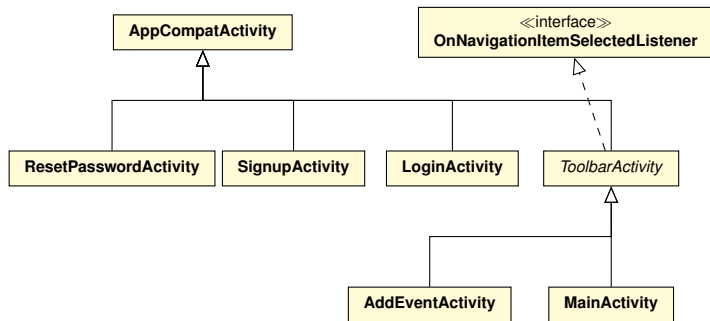
fr.eurecom.Ready2Meet.database::User

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

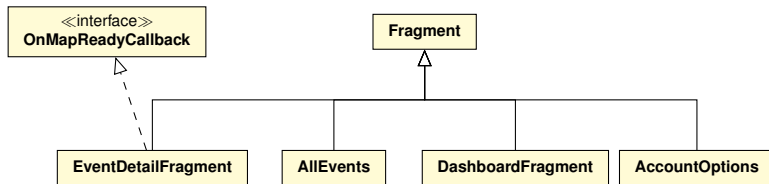
fr.eurecom.Ready2Meet.database::Event

- + 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?