

# Mobile Web Applications Development with HTML5

## Assignment 1, Team 2

**Team name:** Tovi Jovi

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### *Group GitHub accounts*

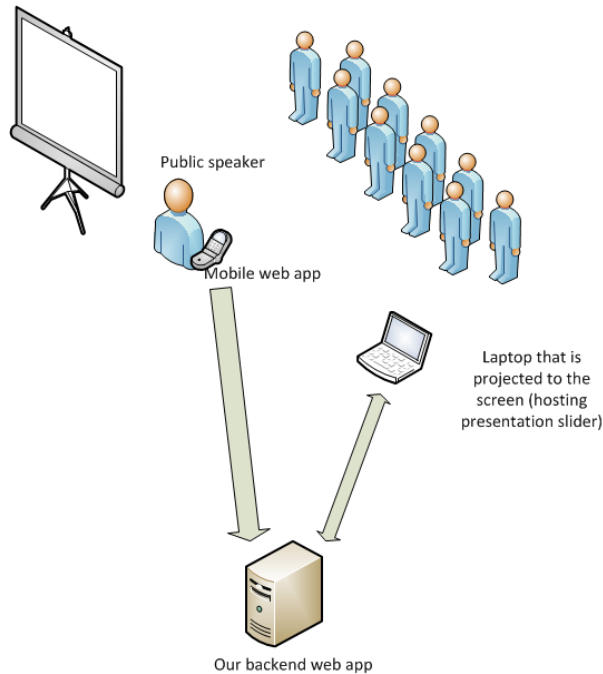
- Tommi Saarikangas: <https://github.com/saari1>
- Ville Päivätie: <https://github.com/villepa>
- Vishnu Sharma: <https://github.com/vishnusharma043>
- Joni Rajanen <https://github.com/jrajan>

### *Description of the web app*

Name: Mobile presentation controller - Moco

You have a presentation/speech to give and no proper equipment available. Sounds familiar? Our application is going to remove a lot of technical hassle involved giving a solid presentation.

Moco service allows users to control presentation by his/hers mobile phone. User can add his ready made impress.js presentation to his Moco account. When doing presentation, application gives url to the presentation slides and user can control the presentation slide show through his/hers mobile.



Picture 1

### *Key use cases*

#### Use case 1:

User prepares presentation by adding presentation (e.g. impress.js presentation) to the web app. Before starting presentation user opens web app in the laptop projected to the screen. When starting presentation user opens web app on his/hers mobile and starts presentation. During presentation user can change slide by touch screen UI or by waving the mobile.

#### Use case 2:

A short url can be shared to the audience that allows them to play the presentation real-time in their laptops' browser.

### *List of client/server technologies*

#### Web Client:

- javascript + libraries (e.g. jQuery)
- impress.js

#### Mobile web client:

- mobile UI library (e.g. jQuery Mobile)

#### Back-end:

- Ruby on Rails
- PostgreSQL

### *Target devices*

- Windows Phone 7 devices
- We'll test it at least Samsung Omnia 7 and a Lumia device

### *How it fulfills the 3 assignment criteria*

#### **Client – server**

See picture 1 and list of client/server technologies.

**HTML5: canvas, audio & video etc.**

**Mobile device access: GPS, camera, gyroscope etc.**

Touch events and accelerometer / gyroscope for moving from one slide to another by touching and shaking the phone.