SOFTWAREPROJEKT: KUNDENPROJEKT II WEBTECHNOLOGIEN

GRUPPENDOKUMENTATION

VON

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I. Introduction

The sole purpose of this document is to describe the complete process of the project, which was done in the cooperation of the Carmeq GmbH and the Free University of Berlin, with the topic of intermodal passenger transportation.

At the beginning of this course there were 18 students enrolled for this course. They have been divided into 4 teams, which worked separately from the beginning.

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II. Emphasise

III. Define

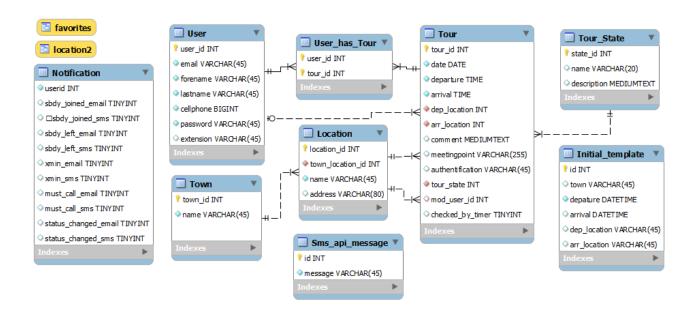
IV. Ideate

V. Paper-Prototype

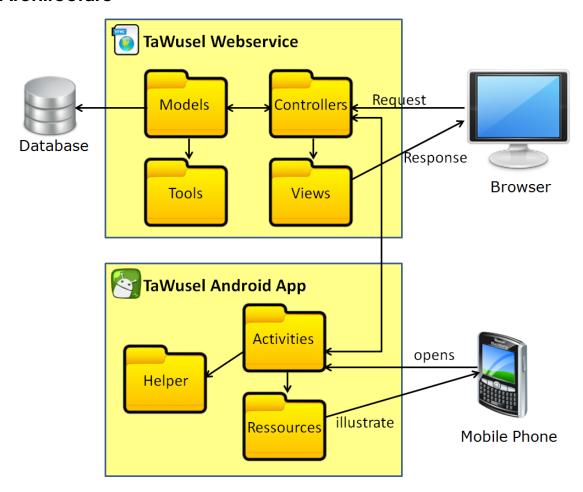
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VI. Prototype

1. Database



2. Architecture



3. Installation guide - web-application

- 1. Grab play from http://www.playframework.org/ and install it.
 - 1.1. Basically it is: unzip, add to \$PATH and run it. Or follow these instructions: http://www.playframew
- 2. Set up a mysql-database for this project, e.g.:
- CREATE DATABASE tawusel; GRANT ALL ON tawusel.* TO tawusel@localhost IDENTIFIED BY 'pass'; (if you want to use other credentials, change file conf/application.conf accordingly)
- **3.** In the project's root folder (i.e. here) run play run

Point web browser to http://localhost:9000/

4. Installation guide - Android-application

- **1.** Make sure you locate the tawusel.properties into the assets folder. Here you have to replace the json server property ("http://10.0.2.2:9000/") by the address of the server your tawusel service is running on.
- **2.** Generate your tawusel.apk.
- **3.** Install the apk on your mobile phone.

(remark: the current version works stable on android 2.3.3 but its working on higher versions is not guaranteed)