TECHNISCHE UNIVERSITÄT DRESDEN

Department of Computer Science, Institute for System Architecture, Chair for Computer Networks

LocPairs

MOBILIS LOCPAIRS
– Sprint 3

Komplexpraktikum „Entwicklung mobiler und verteilter Systeme“ Winter semester 2010/11
Dresden, 28/01/11

DRESDEN concept
Exzellenz aus Wissenschaft und Kultur

Outline

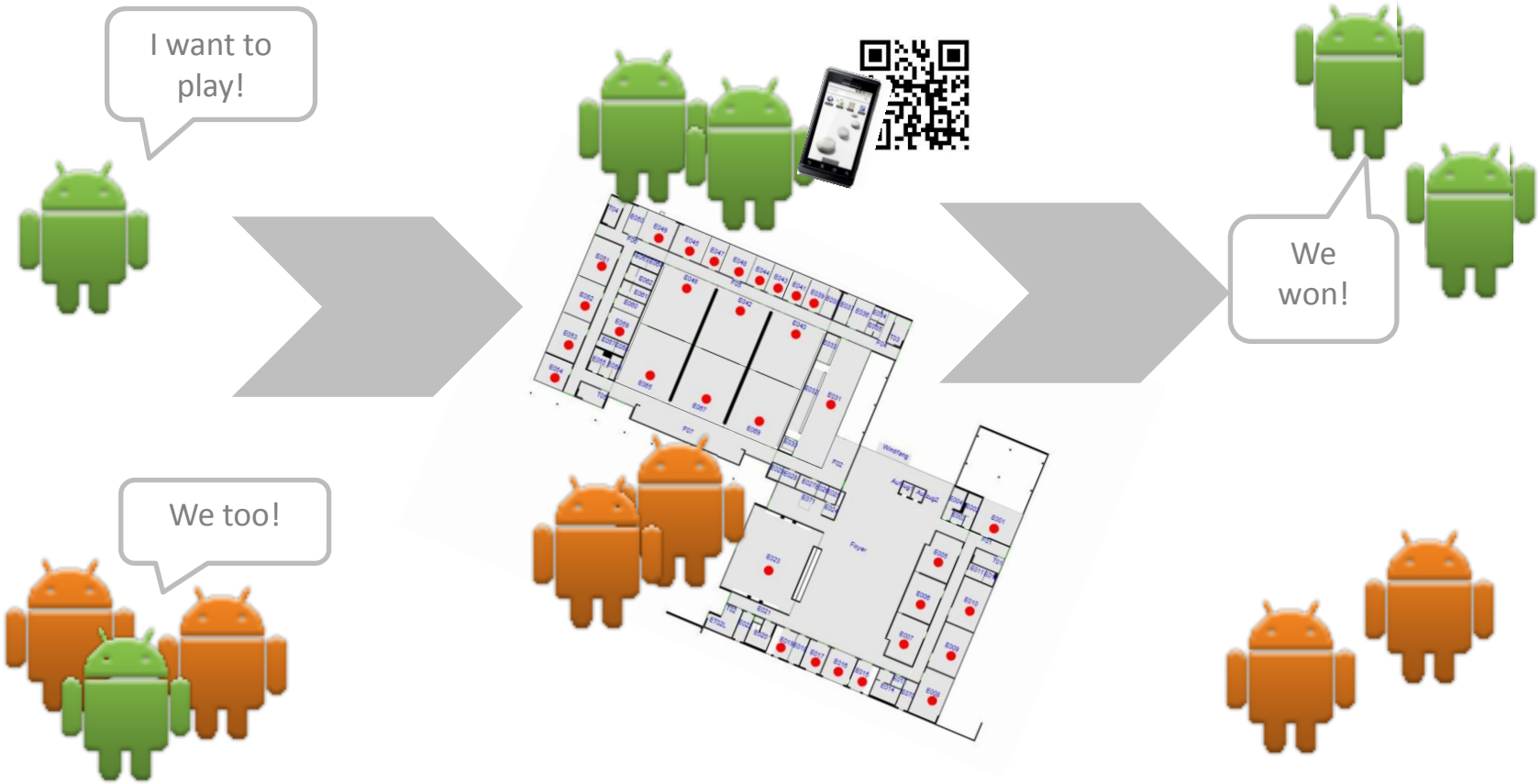
1. Game
2. Architecture
3. Conclusion
4. Play!

Game

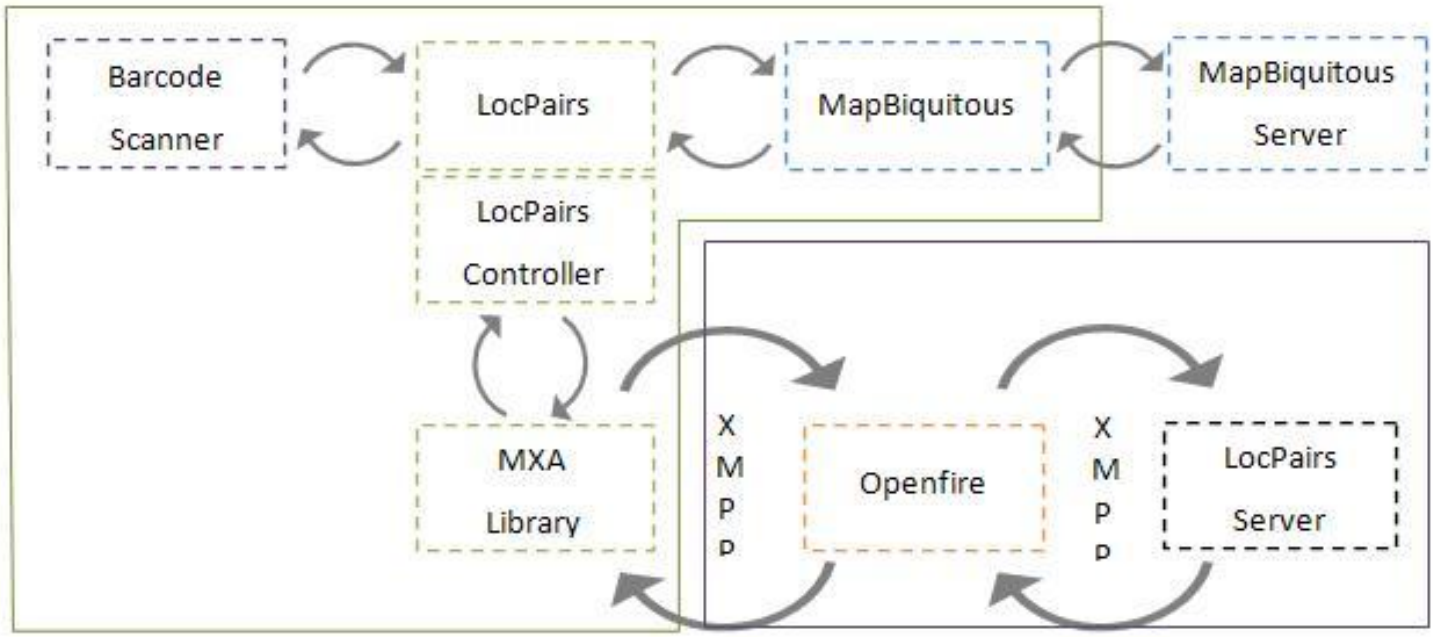
Lobby

Game

End



Architecture



Conclusion

- a lot of time for initial training of the different areas
  - MapBiquitous
  - Mobilis
  - Android
- to use not yet completely developed technologies can be hard

- for the testing of our project we needed at least 4 devices
  - but simulating them on a pc takes a lot of time
  - time-cunsuming testing for little changes

Play!

- the game in action