TECHNISCHE UNIVERSITÄT DRESDEN

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

MOBILIS LOCPAIRS
– The location-based version of the pairs game for Android
Sprint 02

Komplexpraktikum „Entwicklung mobiler und verteilter Systeme“ Winter semester 2010/11

Dresden, 07/01/11

DRESDEN concept
Exzellenz aus Wissenschaft und Kultur

Outline

01 Mobilis

02 Communication

03 In practice

04 Next goals

01 Mobilis

- mobilis uses XMPP
  - to send and receive XMPP messages, presence information and XMPP *IQ's*
  - managing the IQ communication is via the XMPP Bean Layer

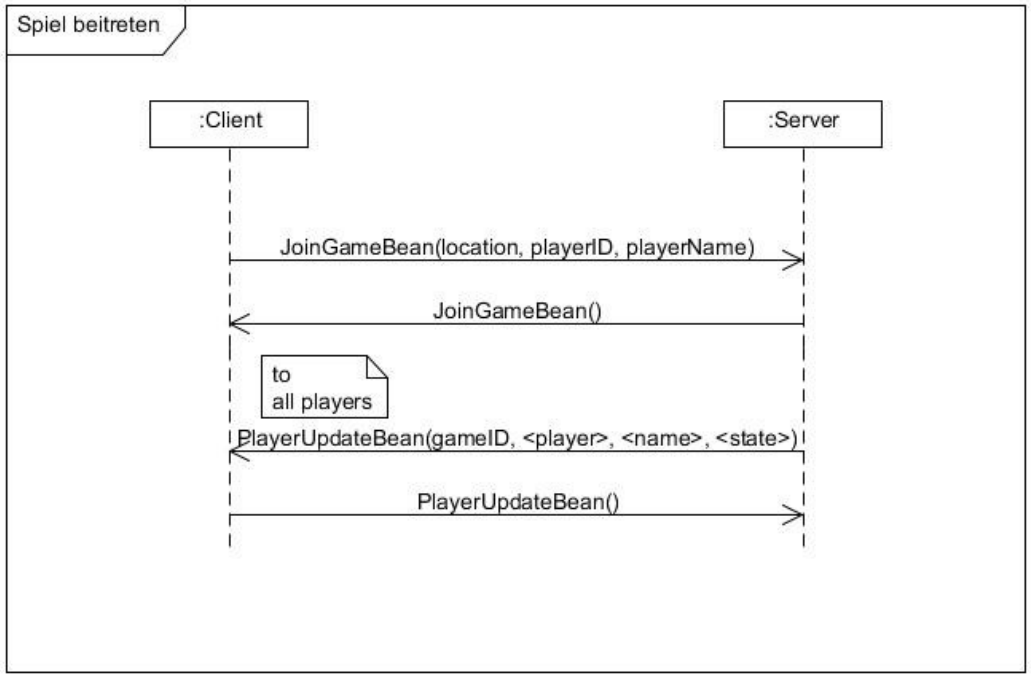
- a *Bean* class represents an XMPP IQ
  - has methods that define how to convert a Bean into an XMPP IQ
- Bean Layer is used on the server and the client side
  - assures that the same IQ syntax is used on both sides

02 Communication

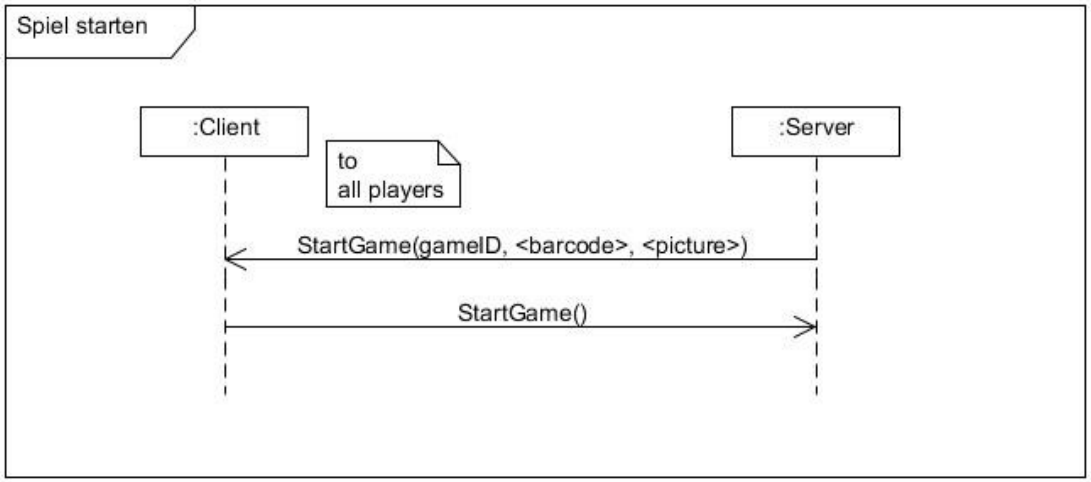
LocPairs uses different beans for the communication between client and server:

- start the game
- locate the player
- show cards
- end the game

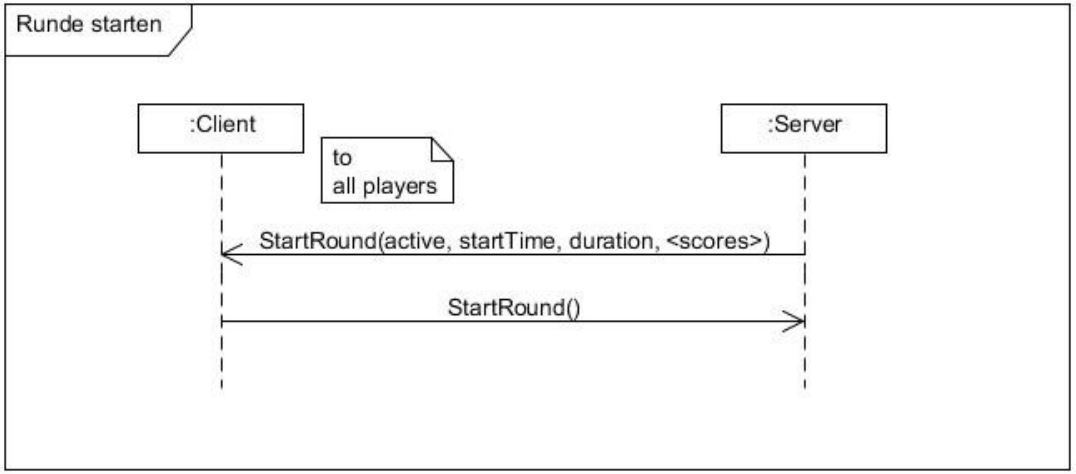
- join the game
  - JoinGameBean if a player wants to join the game
  - PlayerUpdateBean informs the players about all their fellow players



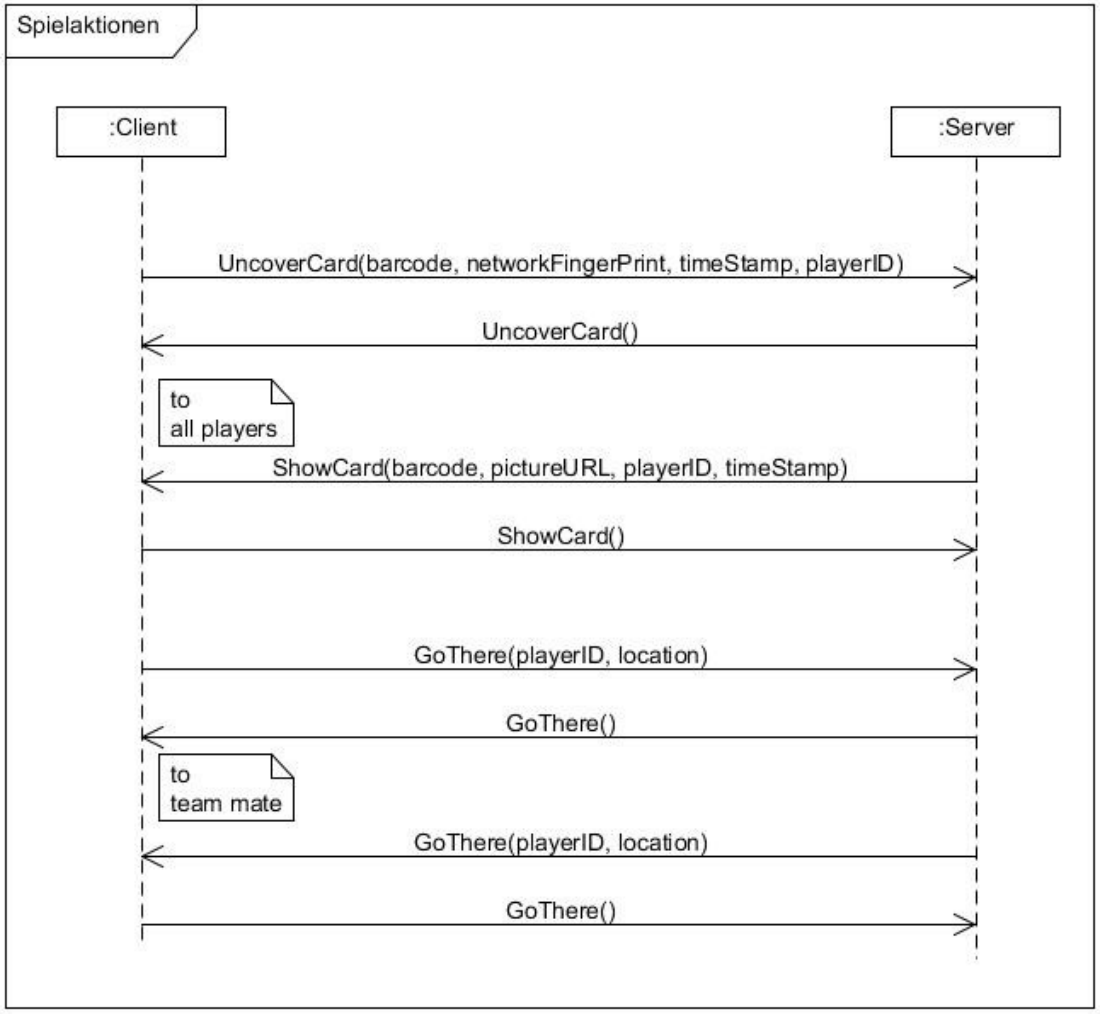
StartGameBean



StartRoundBean



02 Communication

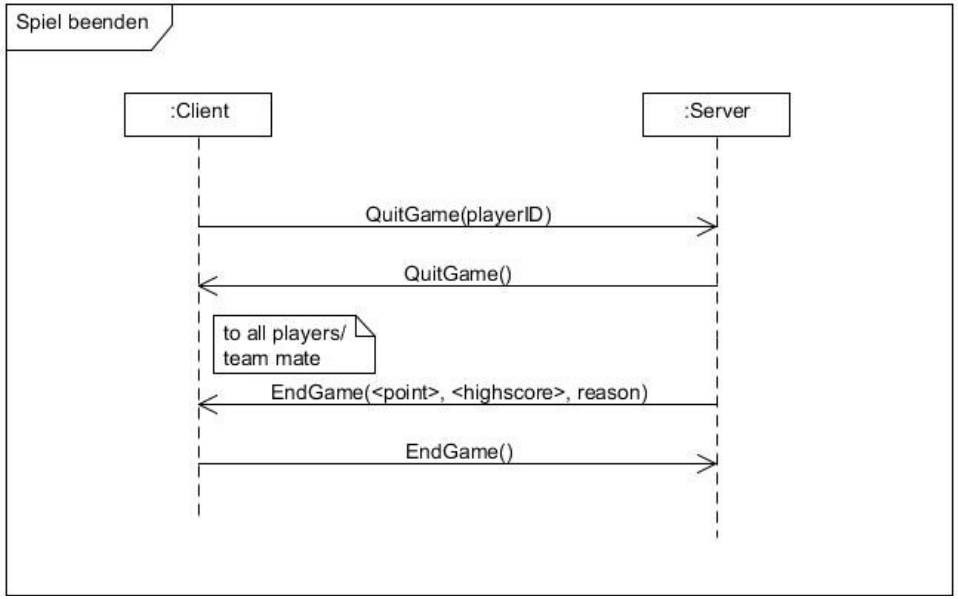


actions in the game:

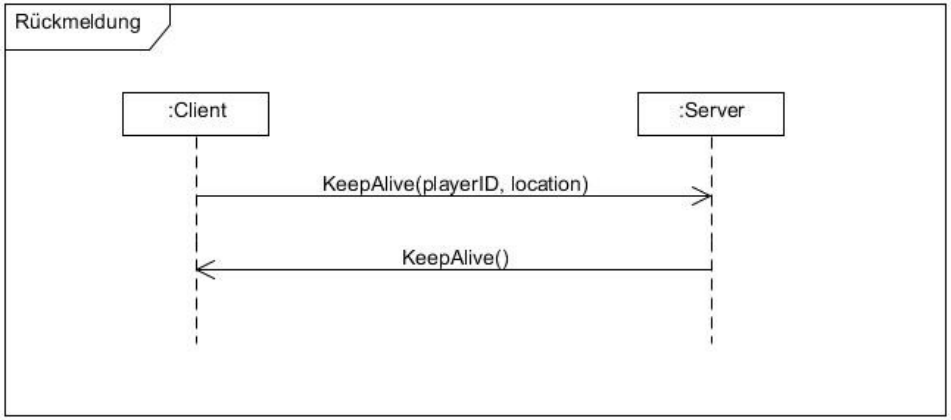
- UncoverCardBean to send the information about the scanned barcode
- ShowCardBean from server to all clients
- GoThereBean to show the team mate a specific room

QuitBean

EndGameBean



KeepAliveBean



LocPairs

04 Next goals

- improve the in-game functionality, e.g. the show room functionality
- test the game in reality to see if corrections are necessary