**Project Idea Name :** MeaaS (Mobile Emulator as a Service)

**Problem statement (1 sentence)**

The objective is to provide Mobile Emulation as a Service, over cloud, to facilitate mobile application development and testing without the need to set up and maintain Mobile Emulators.

**Abstract (max 5 sentences)**

Mobile emulators are used to develop and test mobile applications. MEaaS will provide mobile emulation as a service over cloud such that mobile developers and testers can use these emulators on pay-as-you-go basis, wothout the need to setup and maintain them. The emulator allocation and billing service will be deployed on Bluemix.

**Use Cases (using personas)**



Mobile App Developers and Testers



Request emulator instances

Access emulator instances

Login

Fetch Bills based on Pay-as-you-go

Release instances

Emulator instances on Cloud



**MEaaS on Bluemix**

**Current pain points (To point out what problem you are attempting to solve)**

Mobile App Developers need to procure mobile devices in order to develop, deploy and test their apps. This requires ongoing investment as new mobile devices and platforms come out very frequently. MEaaS will save the initial investment on resources as well as the ongoing cost. It will also give scalability and flexibilty to the developers to deploy apps on multiple instances and pay for them on –pay-as-you-go basis.