Project

- Find a partner group
  Team up with up to 6 persons
- Choose your own topic / fun
  - Distributed system
  - Ubiquitous application
- Submission
  - Due date 20 Dec 2010
  - 5–10 minutes presentation
  - Submit code, slides, and report (one per team)
Project Report

- Only one report per team
- Focus on technical description of your work
  - General idea
  - Requirements
  - Architecture
  - Implementation
  - Usage
Project Presentation

- Prepare slides for 5–10 minute presentation
- Focus on selling your idea
  - Motivation
  - General idea
  - How you realized it
  - Results
EXAMPLES

Selected projects from the previous years
iPointer – VNC Client and Ubiquitous Liquid Wars

- VNC client for the N95
- Remote desktop
- Pointer also controlled by GPS
  - Run around to control Liquid Wars
Consensus-based Taxi

- Implementation for the consensus problem
- Distributed application to find the optimal cab
Real-world «Pokemon» Game

- Discover animals around Zurich / Switzerland
- Let them fight against other players’ creatures
- GPS- and probability-based
- Backend server with database
- «Unfortunately» only text-based
  ...hence no pictures
Sad Squirrel Jump ’n’ Run

- Context-aware game
- Mashes up information from the Web to adjust graphics
- Fluent gameplay with impressing graphics for the N95
Existing Frameworks and Apps

- E.g. ContextDroid

- Or rebuild favorite app the way you want it