Project Plan
Applications for Mobile Devices

Team Urban Science
CSE 498, Collaborative Design

Shaun Gautz
Kaalem Lucky
Josh Mackaluso
Jeff Meador

Department of Computer Science and Engineering
Michigan State University

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Project Overview

- Develop iPhone and Blackberry app to assist automotive companies in placing dealerships and evaluating their performance.

- Generate media-rich content (maps, charts, tables) that is easy-to-view on mobile devices (Blackberry Bold and iPhone).

- Create novel design that allows for usability but also aesthetics ("sizzle factor").
Functional Specifications

- Login
- Search
- Bread Crumb Trail
- Chart View
- Data Maps
- Dedicated Menu
Design Specifications

• Use Cases
  – Field Employee
  – Dealership
  – Corporate Worker

• Screen Mockups
  – Blackberry
  – iPhone

• Data Flow Diagram
Screen Mockups
Technical Specifications

• Server Setup
  – Microsoft SQL Server 2008
  – HTTP endpoints used to access stored procedures in database

• Client Setup
  – iPhone Client
    • Written in Objective C with the iPhone SDK
  – BlackBerry Client
    • Written in Java with the BlackBerry plug-in for Eclipse
  – Communication with server
    • HTTP calls are used on each client to connect with the SQL server and retrieve XML data
Architecture Illustrated
System Components

• Hardware Platforms
  – Virtual Windows XP Professional on Intel Core 2 Extreme with 4 GB RAM and NVIDIA 8800 gt
  – Windows 2003 Server with 1 GB RAM
  – Blackberry Bold 9000 and iPhone 3G

• Software Platforms / Technologies
  – Eclipse 3.4 with Blackberry SDK 1.7
  – iPhone SDK 3.1.2 with Xcode
  – Blackberry Bold 9000 and iPhone simulators
Testing
Risks

- iPhone and Blackberry SDKs
- Bing Maps API
- Accessing database from mobile device
- Developing easy-to-use apps for two very different devices