MOMO SOFTWARE

«Non scholae sed vitae discimus» Seneca

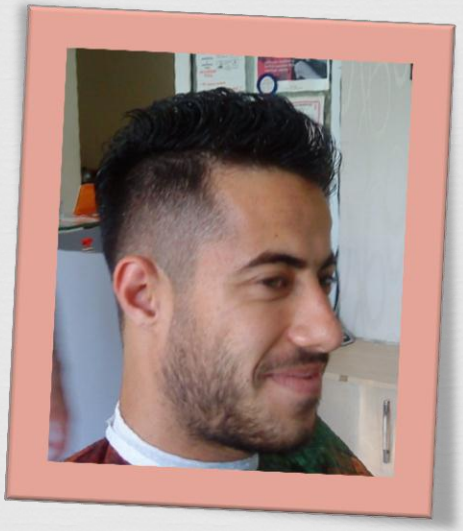
JOURNEY

- The Gang
- Million-Dollar Question
- The Answer
  - What they've done
  - The Momo difference
- The Project
  - What the #$@% ?
  - The road so far
  - Let's invent future

THE GANG

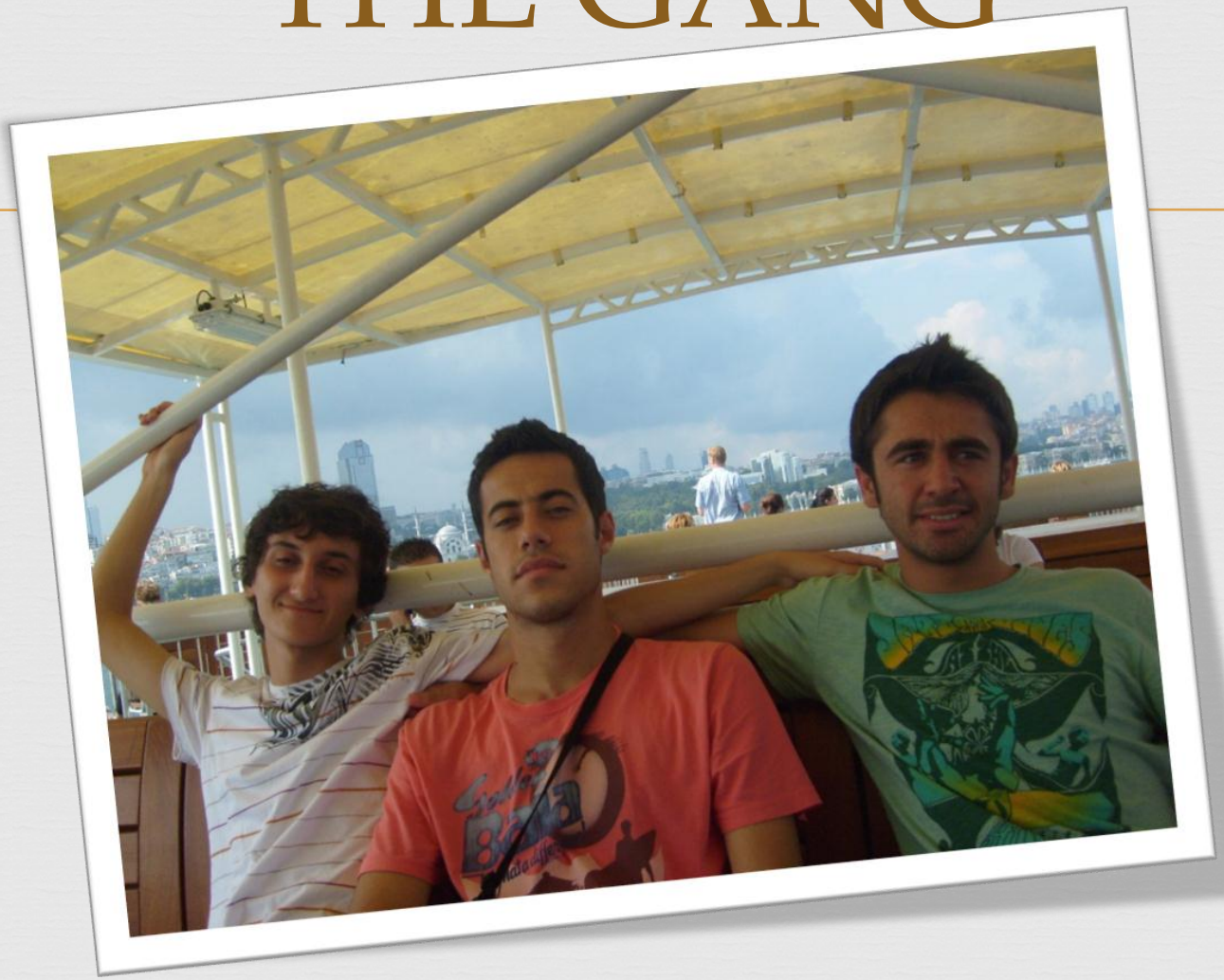
Burak Kerim
AKKUŞ

Ender BULUT



Hüseyin Can
DOĞAN

THE GANG



- «There is true friendship only among good men» Cicero

MILLION-DOLLAR QUESTION

- User interface problems:
  - Hard to read while walking,
  - Hard to read when it's dark,
  - Hard to type unless standing still,

    ...

  Then:
- **How do we create a user interface adaptable to context and environmental changes?**

THE ANSWER

- WHAT THEY'VE DONE? (i.e possible solutions)
  - Context Analysis
    - Manual controls
    - Image processing with camera output
    - Sensor processing
  - User interface adaptations
    - Manual Controls
    - Discrete changes (preset approach)
    - Continuous changes (dynamic approach)

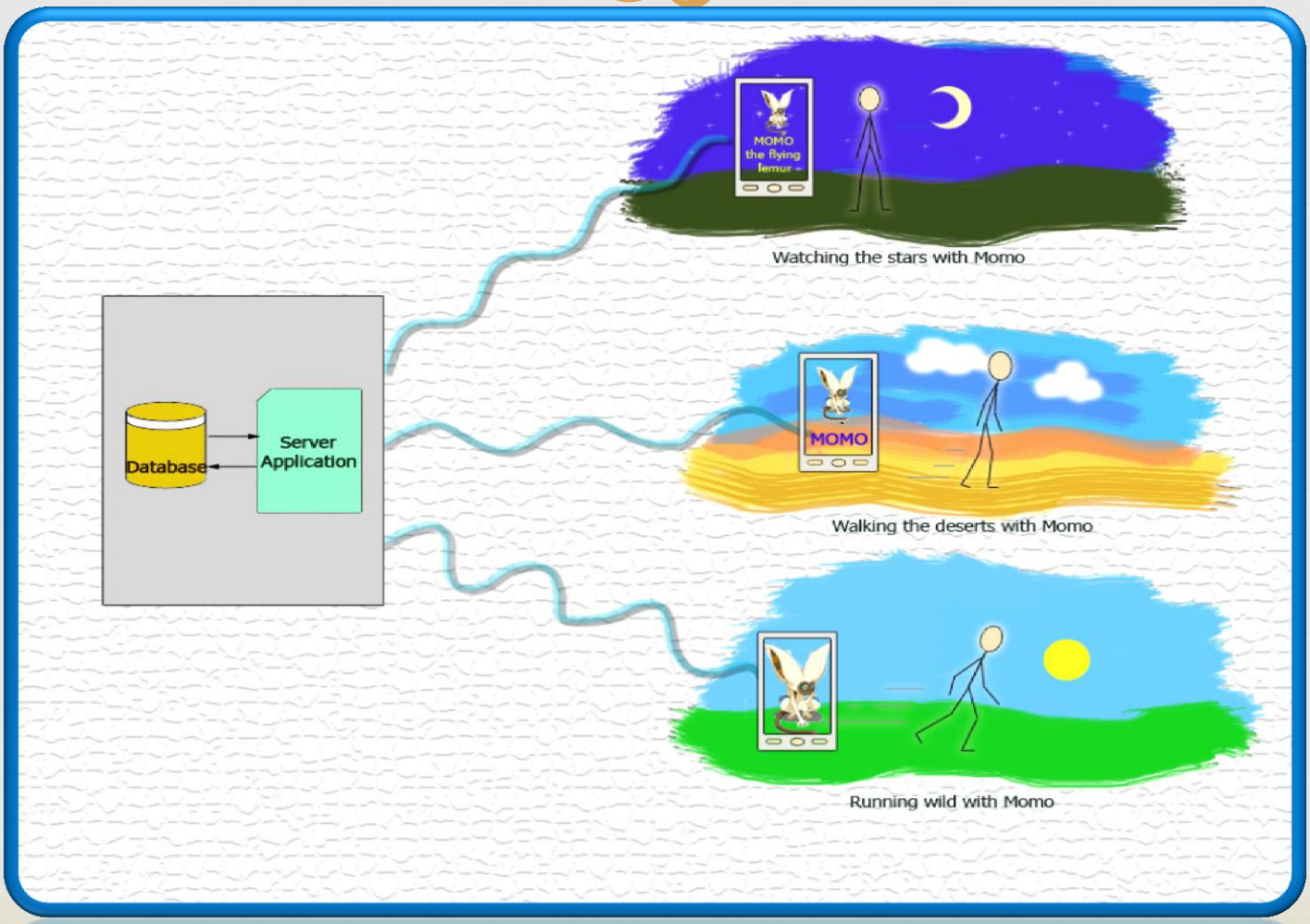
THE ANSWER

- THE MOMO DIFFERENCE (our solution)

- Sensor analysis
  - Less power cosuming
  - More Accurate

- Dynamic Approach + Manual Controls
  - More flexible
  - User friendlier

THE PROJECT


MOMO
the flying
lemur
Watching the stars with Momo
Database
Server
Application
MOMO
Walking the deserts with Momo
Running wild with Momo

THE PROJECT

- Mobile devices containing:
  - Sensors
    - Light Sensor
    - Accelerometer
    - GPS
    - Digital Compass
  - Touch screen
  - Network connection
- A scenario to implement UI

THE PROJECT

- The scenario consists of three parts:
  - Multiple users (mobile device actors) communicating with a server and with each other through server
  - A control unit (main server actor) providing map and data, transferring messages and giving tasks
  - A database controlled by server that stores map images, transferred data, messages and missions

ROAD SO FAR

- Requirement specifications
- Database design
- Using Android emulator
- Running basic Android projects

SCENARIO

- Paint Battle at METU Campus
- Teams with paint weapons
- Missions assigned to each
- Alliances made

SCENARIO

- Teams communicate
- Server controls the units
- Server guides the messages and information to related units

SCENARIO


Capture Computer Engineering Building
Enemy is approacing from west
From: Team 3 We got your back
Team 4 7 phys
Team 3 10 archts
Team 2 13 ceng
COMPUTER ENG
2 Buildings
5 Classrooms
8 Laboratories
32 Instructors
437 Students
MORE
Enemy 1 10 elec eng
Team 1 6 civil eng
SETTINGS
TASKS
12:48
04.01.2011
MESAGES


Capture
Enemy
Team 3
4 PHYS
10 ART
COMPUTER
2 Buildings
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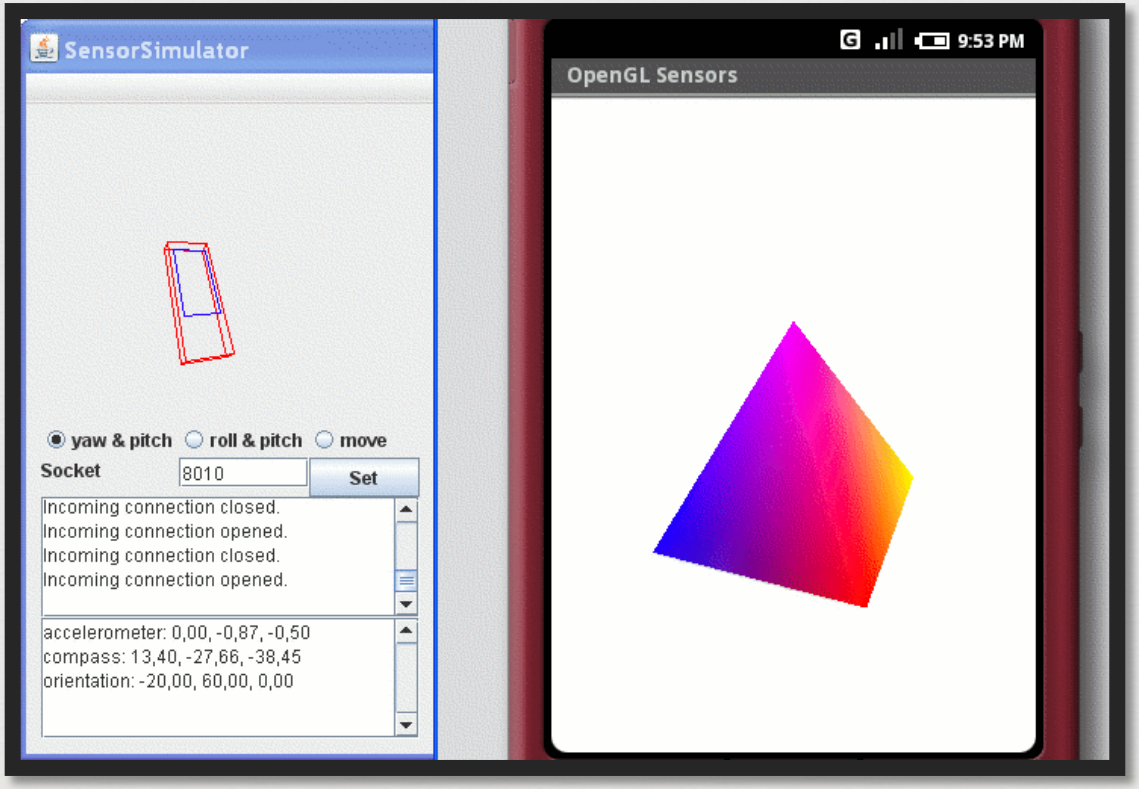
32 Instructors
437 Students
MORE
13 CENG
10 EE
6 CE
TASKS
12:48
MESAGES

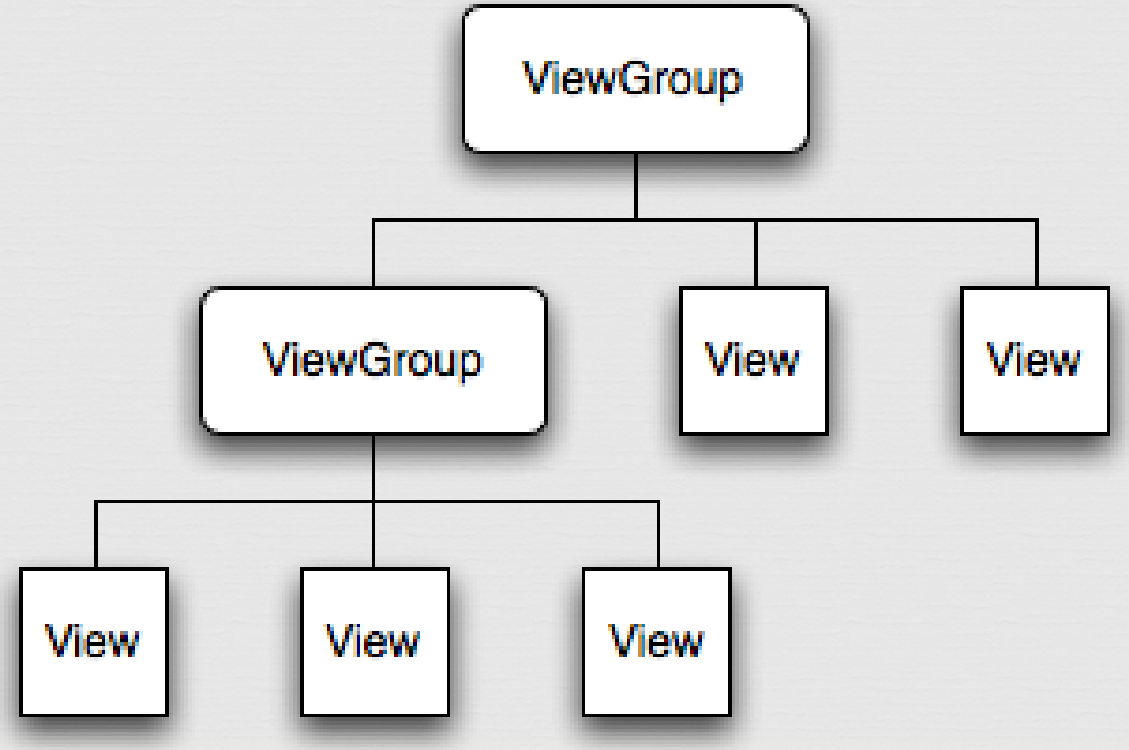
FUTURE

- Using sensors on emulator



FUTURE

- Implementing dynamic interface with .xml files

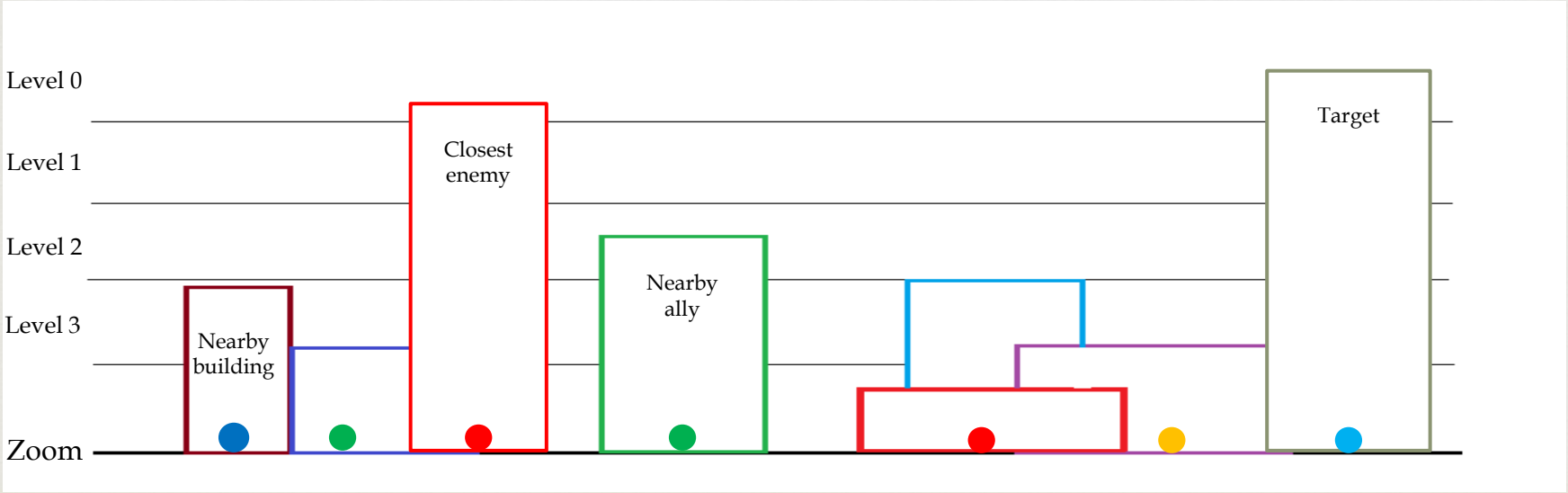


FUTURE

- Database implementation with SQL
- Network Implementation
- Integrating scenario into project

FUTURE

- Scenario implementation
  - Creating objects and maps
- Semantic zooming
  - Objects have tags



«This is the end beautiful friend.»

Jim Morrison

?

Hail and Farewell