

# Praktikum Entwicklung von Mediensystemen (Android)

Sommersemester 2014

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# Today

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- Recap
- Team Projects
  - Teams
  - Roadmap
  - Brainstorming
- Assignment 03

# RECAP

# TEAM PROJECTS

# Team Up

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- Team up now!
- Sign up in the group document

<b>Team A</b>	Sebastian Cleve (Bachelor)	Bruno Brunkow (Bachelor)	Roman Schumacher (Bachelor)	
<b>Team B</b>	Schaperai Badri (Master)	Sandro Kurpiers (Master)	Nora Schuster (Bachelor)	Caroline Pham (Bachelor)
<b>Team C</b>	Fabian Nußberger (Master)	Alexander Klimczak (Master)	Julia Klose (Master)	Charlotte Mach (Master)
<b>Team D</b>	Julia Bugel (Master)	Marko Nalis (Master)	Christian Becker (Master)	Raphael Kösters (Master)



# Roadmap (Preliminary)

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- App idea (15.05.)
- Technical concept (22.05.)
- Implementation progress (12.06.)
- Finals (03.07.)
  
- End presentation (10.07.)



# BRAINSTORMING

# RESOURCES



# Distributed Development

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- Use Git/Hg
- Do not use SVN or Dropbox
- Make sure to use an appropriate .gitignore
- Decide on development environment beforehand
- Use maven for dependency management
- Free services like bitbucket or github offer a lot of functionality for team development
- Track stories/issues and think about your git workflows

# Assignment 03

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- Team assignment
- Present your app idea (concept)
  - Target group
  - Scenario
  - Idea and main functionality
  - Initial prototype
- Due next week (15.05.)
- Hand in slides via email after presentation

# Next Lecture

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- Next lecture in 1 week (15.05.), 14.00h
- Presentations (1 per team) and feedback

# Questions

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- Open Q&A