Ubiquitous and Mobile Computing
CS 528: PlayerPooling
Final Presentation

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Outline

- Motivation and Introduction
- Methodology
- Discussion
- Limitation
- Future Work
Motivation & Introduction

- Boring? Play Board game!
- Short of players? Your friends may be busy!!!

- Requirements
  Ask interested players nearby to join my game
  Start the game ASAP!!!
Methodology-Tech

- Amazon Web Services
- DynamoDB: Managed NoSQL Database
- SNS: Push Notification Service
- Cloud Messaging
- Google Developers
- Google Maps Android API
- Google Places API for Android
Methodology

- Enable Google Cloud Messaging (GCM) for app
Methodology

- Register/Login Module using AWS DynamoDB
Methodology

1. Host game
2. Search location
3. Create game
4. Choose
5. Accept ID
6. Requires
7. Join game meet distance requirement

DynamoDB Managed NoSQL Database

SNS Push Notification Service
Limitations

- Development time
- Crude UI
- Logic bugs
Future Work

- Make the app robust
- Improve UI
- Rating Module
evaluating the rate of being late of users
- Tracking Module
  When an accepted user doesn’t move for a long time, deny him
Thank You!