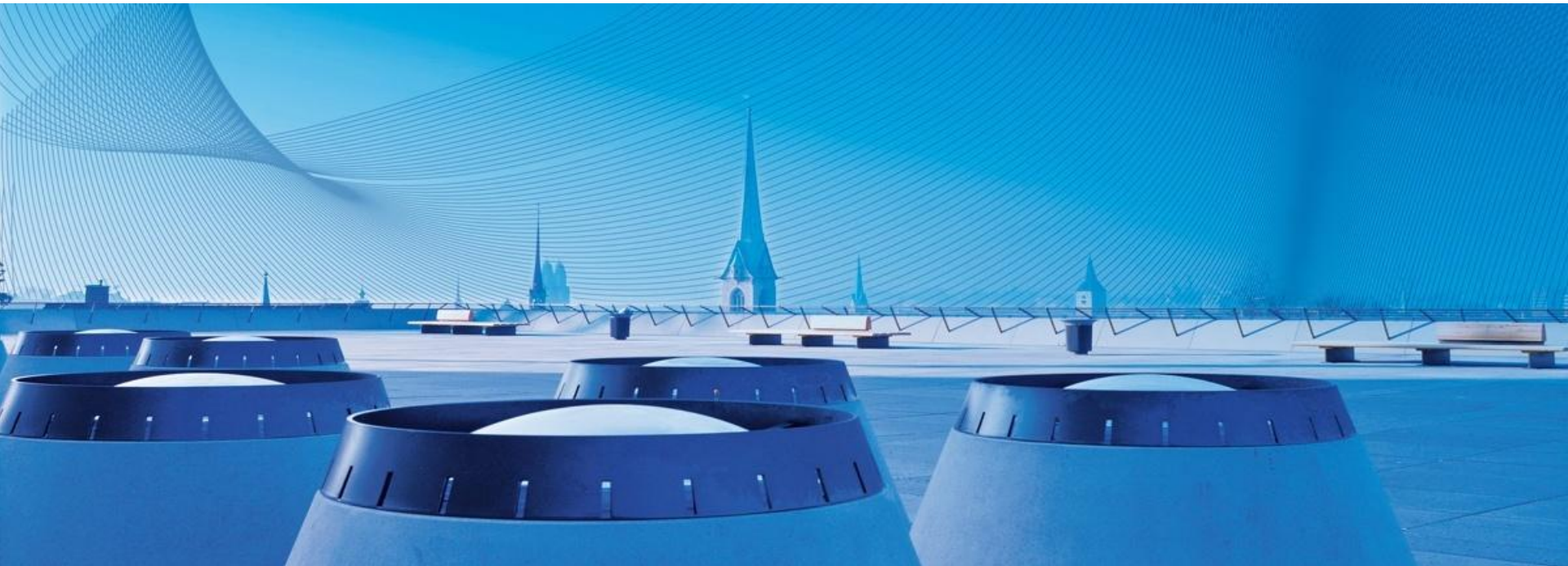# Distributed Systems – Project
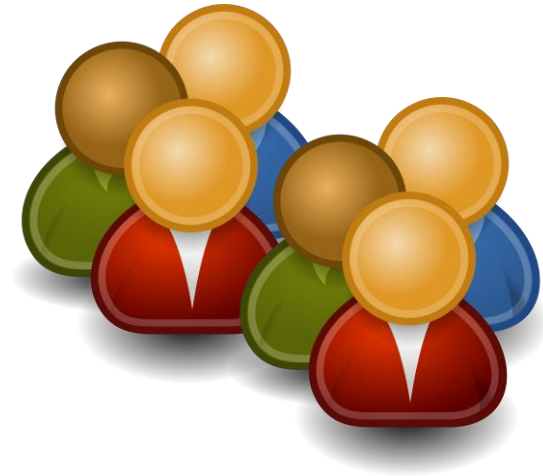
Matthias Kovatsch

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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

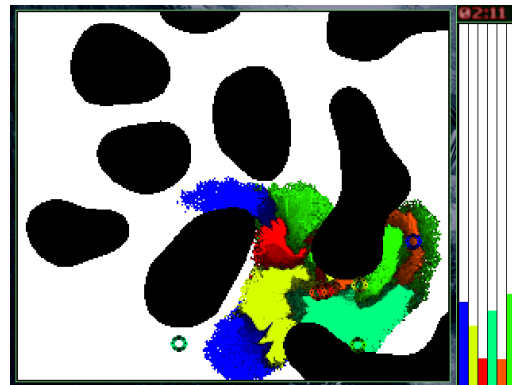   - How you realized it

    - Results

EXAMPLES

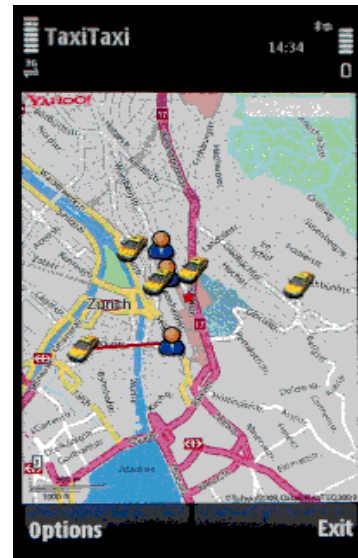Selected projects from the previous years

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

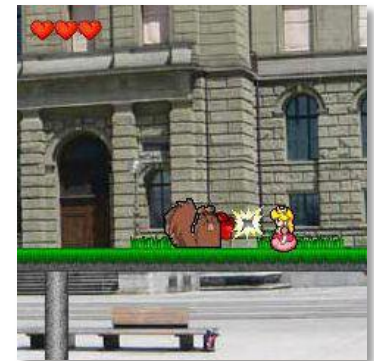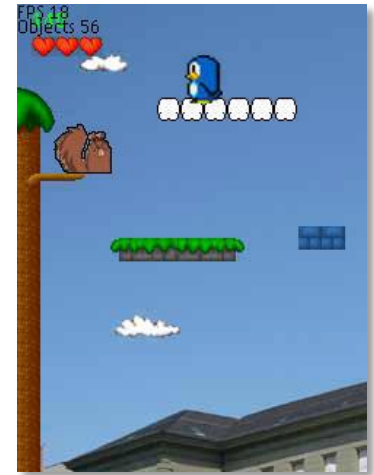- Distributed application to find the optimal cab

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

  - http://sensorlab.cs.dartmouth.edu/phonesense/papers/Wissen-ContextDroid.pdf

  - `svn co` https://gforge.cs.vu.nl/svn/interdroid/trunk/ContextDroid

  - `svn co` https://gforge.cs.vu.nl/svn/interdroid/trunk/ContextDroidDemos

- ## Or rebuild favorite app the way you want it