Social Sonar

Control Your World...Before Your Friends Do!

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| Abstract

This presentation will begin with a brief outline of our application, and will gradually diverge to entail a high-level analysis of some of the design choices we chose to pursue in *Social Sonar*. We will illustrate some of the key challenges we faced during the design of our application, and outline our current solutions.

Throughout the presentation, we will be comparing the different challenges we have faced to other challenges that exist in the modern world of mobile development, and comment on how our approaches can apply in those scenarios. We will compound upon this concept by alluding to the various papers and research articles that we have studied in lieu of the presentation (detailed below).

Further, we will define the functional and non-functional requirements of our applications, leaning on the dependancies of the concept as a whole. We will diagram the user experience using various diagramming tools to illustrate the state transitions, use cases, and class hierarchy of *Social Sonar*.

Finally, we will conclude with a summary of topics covered, and solicit input from the class for further consideration in the later phases of our project.

| Related Work and Cited Papers

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