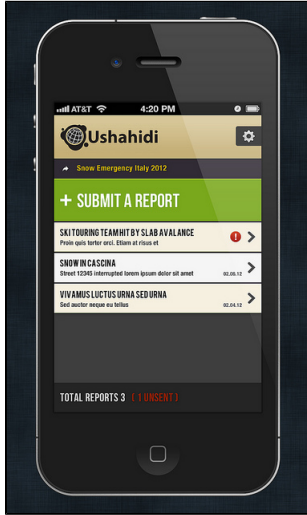


# Offline to Online App

This community project was initially created by Francesco Ciriaci. To join: [Contact Us](#)

Problem statement and Use cases: [https://docs.google.com/a/ushahidi.com/document/d/1q0CSIA1Ly\\_JiZK\\_pbQK-jziYdt4dLQP3QBt3NYCko6c/edit?hl=en\\_US](https://docs.google.com/a/ushahidi.com/document/d/1q0CSIA1Ly_JiZK_pbQK-jziYdt4dLQP3QBt3NYCko6c/edit?hl=en_US)

Code: <https://github.com/axaroth/ushahidi-webapp>



## Overview

The mobile web application is meant to provide an easy way to submit report from mobile devices even without connectivity.

The app will be packaged as a plugin, so the deployment runs at: [mymap.com](http://mymap.com) and the offline version is at [mymap.com/mobile](http://mymap.com/mobile)

To submit web reports from the regular web interface Robbie created a plugin (see below).

The big opportunity will come especially with the implementation of Custom Forms API: the mobile webapp could then serve as Ushahidi "client" for data collection.

(Online-offline web requires to use not-yet-fully-implemented HTML5 standards, so browser compatibility is quite painful)

## To evaluate

- the opportunity to design/learn for/from the Ushahidi native mobile apps: how much do they support online-offline? could the webapp do a better field validation?

## Next steps

1. Implement the app as plugin, to be deployed for testing. The plugin should modify also the default Usha web view to include a link/icon to the webapp, maybe a script for auto-redirect, ...) There should be hooks to add that link. If you add a FALLBACK section to the appcache then the browser will auto redirect when offline.
2. See what's possible with CustomForms APIs / more complete APIs.
3. Could be used by Crowdfunder, at some point, if solid enough.
4. The app could be featured in the upcoming Mozilla Marketplace - <https://marketplace.mozilla.org> - the marketplace is open for submissions. Will it go in the marketplace if/when active on crowdfunder? (a configurable webapp. would need a proxy, need to be investigated).

## Related projects

Ushahidi offline interface (experimental)

Allows to access / submit reports offline - Robbie's code: <https://github.com/rjmackay/Ushahidi-plugin-offline>

## Mobile apps:

Android - code: [https://github.com/ushahidi/Ushahidi\\_Android](https://github.com/ushahidi/Ushahidi_Android)

iOS - code: [https://github.com/ushahidi/Ushahidi\\_iPhone](https://github.com/ushahidi/Ushahidi_iPhone)

Windows Phone (2 years old) - code: [https://github.com/ushahidi/Ushahidi\\_WinMobile](https://github.com/ushahidi/Ushahidi_WinMobile)

## Mobile edition:

(Nov. 2010) - code: <http://community.ushahidi.com/index.php/plugins/plugin/mobile-edition>

Updated mobile edition code: <https://github.com/ushahidi/ushahidi-plugins-mobile>

## Events:

Random Hacks of Kindness, December 2011

In addition to running a hack at Random Hacks of Kindness, Francesco has had a few hack days with [Reflab Labs](#).

NASA Space Hackathon: April 21-22, 2012