

The thesis focuses on creating a mobile application on the Android platform. It is an interactive online game which takes place in the real world. Users will see races around them in the map. When they get close enough to the start they will be able to start the race. The goal will be to get to the finish line as quickly as possible. The results will be recorded and a list of the best times with their authors will be displayed for each race. The application consists of two parts. From the backend that takes care of storing and providing data and from the frontend which is the mobile application itself and which the users have on their phones.