



GameTime

by Team GameTime

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Goals

- Beta test with friends and family in November
 - Android users help us out!
- Soft launch on google play in December
 - Limited marketing
 - Goal is to get a few thousand users for analytics
- Analyze Flurry analytics to decide elements of phase 2

Challenges Impeding Our Goals

- Overcoming Dalvik obstacles
 - Dereferencing objects
- Background vs. Foreground Service
- Initial install dilemma
 - 30-45 second wait time for My Games Tab
- Handling large screens

Next Two Weeks...

- Finish constructing local community database
- Possibly restructure games database
- Implement Flurry into app
- Poster designing
- Oktoberfest



QUESTIONS?