1. use google app engine, easily integratable in android studio, I have an account

<https://github.com/GoogleCloudPlatform/gradle-appengine-templates/tree/master/HelloWorld>

set it up and teach everyone else how to do it

deploy mock app

<https://cloud.google.com/solutions/mobile/how-to-build-mobile-app-with-app-engine-backend-tutorial/#saeba> - setup application

Use Firefly? (free version only allows 100 connections at the same time) but makes everything very simple

2. get 1 person to write the servlet (who knows databases,

write a simple servlet that stores the location data in the database

learn google datastore

write entities ( if SQL, chen diagramms)

agree how the http data is going to be structured

SQL or noSQL for storage??

NoSQL is easy to implement and scales very easily but does not provide strong consistency(sometimes may not receive the newest location if it's just been updated)

<https://cloud.google.com/docs/storing-your-data> - comparing options

3. get 2 people to improve the connection issues and write the android calls to the servlet

go through all the issues we discussed and fix them all

send location information to the servlet

4. get 1-2 people to redo the designs

5. ill help whoever will be falling behind