**February**

* Implement a database and create tables
* Implement the following RESTful API points
  + GET Missions Entry points
    - All - Shows all missions
    - Specific ID - Shows 1 mission, details, and waypoints
    - Search Criteria - Shows any missions matching criteria specified
  + POST
    - User - creates a user
    - Mission - creates a mission
    - Waypoint - creates a waypoint
    - Session - logs the user in and returns a session token
* Implement the following client side reactions:
  + Show all missions
  + Show a specific mission
  + Show missions matching criteria
  + Success when submitting information
* Start to implement PUT entry points
  + Mission
  + User
  + Waypoint
* Get authentication to work with Facebook.
* Implement Forms on client side to add and edit.
* (17) Abstract for Behrend

**March**

* Finish implementing all PUT entry points
* Implement DELETE entry points
  + User
  + Mission
  + Waypoint
* Clean up the User Interface
  + Allow Drag’n’drop modifications with missions’ waypoints
  + Allow manual entry and GUI update to show new position
* Determine a place to center the map
* Determine an appropriate zoom level
* Add user preference for map centering and zoom level to override default behavior.
* Start Testing and Debugging (naturally testing and debugging will be involved at every step of development but this will invite other users to test it as well).

**April**

* Double check user action flow and make sure everything is “smooth.”
* Refine UI as needed
* Testing and Debugging
* Implement the structure to support any rules that would be implemented (for example no one will be able to do a mission until the author completes it, or shares it with a friend who completes it).
* Implement sharing of missions through facebook
* Allow URLs to take you to a specific “view” in JavaScript
* (11) Present at Penn State Behrend
* Present at URAC

**May**

* Finalize any details that need attention.