The project will also be based on integration and configuration of already existing pieces of code. The reason behind this is to reduce the amount of work as much as possible to reach the point of the first income generated by the application as fast as possible. Especially for the development of android applications there are many tools which need just a few mouse clicks to generate the whole layout and can control things like volume of background music, or auto-rotation if we want our application to support this. Also access to multiple sensors like tilt sensor and GPS sensor is easy. The visualization part of the application, so the game itself, can also profit from multiple already finished parts like: a map to place different things on it, graphics for different items or objects and the rendering of their animation or them self when they are moved over the map. This leaves us with only two tasks: putting the pieces together and adding the logic behind the game. The first task needs some additional configuration which should not be to difficult since mobile applications are very similar, and the tools do the most of the work with auto generated code. The second task to add the logic is the harder but also the only big problem which we need to solve.