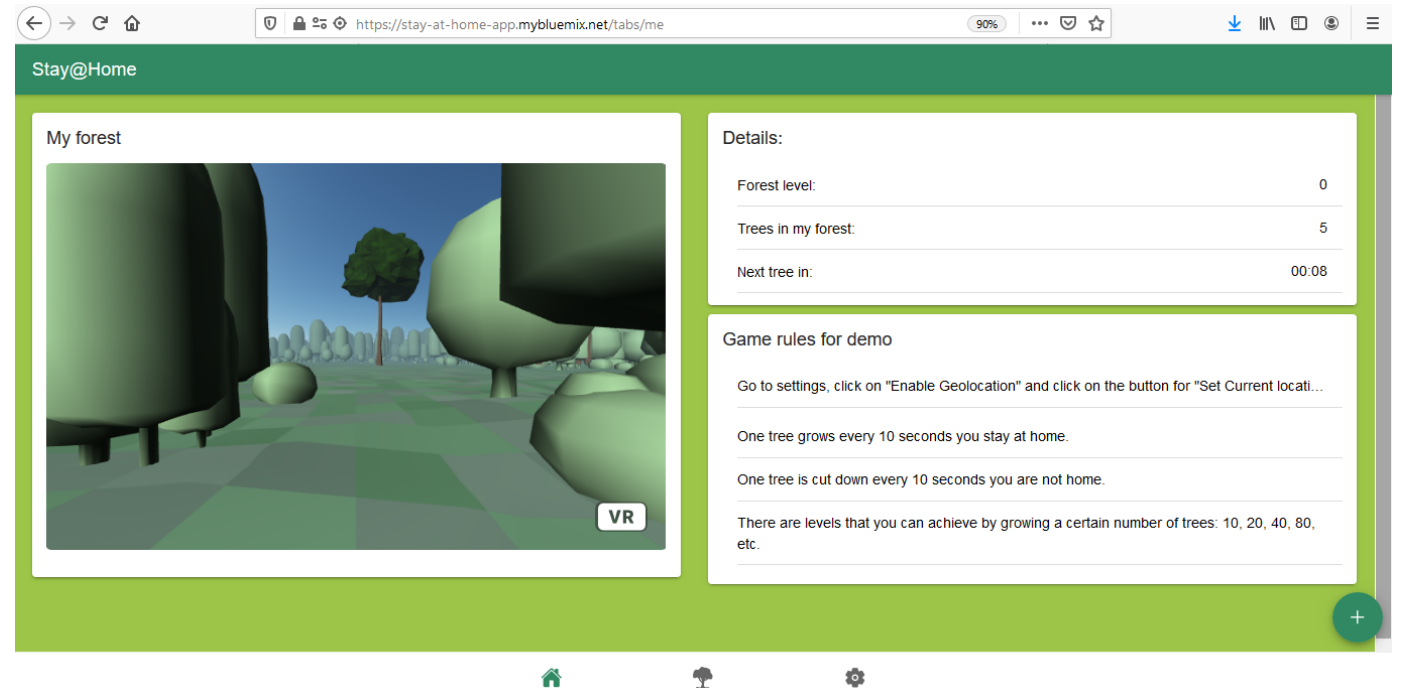


# Staying@Home for a cause

## Solution Roadmap



# Road Map

## Phase 1 – April 27

- Mobile App core functions:
  - Geolocation component **(DONE)**
  - Trees generator **(DONE)**
  - Transactions history **(DONE)**
  - Push Notifications **(DONE)**
  - VR view **(DONE)**
  - Share data to social networks **(DONE)**
  - Implement basic game levels **(DONE)**
  - Include different types of Trees **(DONE)**
  - Build Browser App demo version **(DONE)**
  - Mobile App Android version **(DONE)**
- Data visualization platform
  - Show data for predefined maps: by city, state, country. **(DONE)**
  -
- Solution Website
  - Project Website to download, review information, access dashboard, help, and other info about the project. **(DONE)**

# Road Map

## Phase 2 – July 31

- Mobile App enhanced functions:
  - Improve levels difficulty logic
  - Support for iOS
  - Allow user to challenge/interact with other users
  - Implement a rewards system logic
  - Improve usability
- Data visualization platform
  - Allow users to select custom areas on maps
  - Include maps for all countries worldwide
- VR component
  - Improve VR performance
  - Evaluate AR implementation
  - Allow users to redesign their Forest