* Use the Google Map API to create a map in the app
  + Aquire the device’s current location through Wi-Fi or GPS
  + Update current location through a location listener
  + Draw a marker on the map with a location as input
* Integrate Parse API for upload and download
  + Put the device’s current location on the Parse server as current location updates
  + Download locations of other devices from the Parse server and draw markers for those locations as the player’s request