

Task \ Month	March	April	May	June	July	August	September
Initial Research & Concept Refinement							
Design UI/UX mockups for the PC editor and mobile app							
Conduct interviews with the end-users							
Re-analyse and establish the feature set							
Soundscape Editor (PC) – Development							
Integrate spatial audio processing							
Implement movement system (free-fly)							
Develop block-based system and interaction							
Enable scene creation, saving and loading functionalities							
Develop UI with adjustable exportation settings							
Build interactive mode and enable toggling between modes							
Mobile Interactive Prototype – Development							
Design and implement top-down 2D map view							
Incorporate joystick movement and directional scanning							
Implement spatial audio feedback and collision detection							
Integrate custom audio cardinality and verbal description							
Results and System Evaluation							
Test, refine and debug the system (both applications)							
Establish evaluation methodology							
Conduct user tests with the end-users							
Assess system quality according to user feedback							
Dissertation Writing & Revisions							