

Task \ Month	March	April	May	June	July	August	September
<b>Initial Research &amp; Concept Refinement</b>							
Design UI/UX mockups for the PC editor and mobile app							
Conduct interviews with the end-users							
Re-analyse and establish the feature set							
<b>Soundscape Editor (PC) – Development</b>							
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							
<b>Mobile Interactive Prototype – Development</b>							
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							
<b>Results and System Evaluation</b>							
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							
<b>Dissertation Writing &amp; Revisions</b>							