Major Milestones:

Fall 2021:

1. Storyboarding - Oct 11, 2021
   - This will consist of putting together a storyboard that outlines details of the project including legal constraints, monetization techniques, and other aspects of the project that aren't directly coding related.
2. Dev Environment Setup (Fluttr + VS Code) - Oct 15, 2021
   - Get everyone to a point where we can actually begin developing the app.
3. Officially start development - Oct 25, 2021
   - Begin developing core functionality for app
4. Set up any "cloud" for storage of user data. - Nov 1, 2021
   - Think long and hard about what data should be stored locally vs in the cloud.
5. Virtual pet customization functionality - Nov 5, 2021
6. User and Password Authentication - Nov 5, 2021
   - Unless we learn about TLS/SSL certs by this point, just send the user's password hash plaintext to the AWS EC2 instance.
7. Friend code functional - Nov 15, 2021
8. Group task functionality - Dec 10, 2021
9. Have working prototype (even if it's bare-bones) - Dec 10, 2021
   - Working prototype will have functionality for habit tracking/planning, social functionality, and virtual pet functionality

Spring 2022:

1. Deep clean prototype. - Jan 20, 2022
   - Sit down and eliminate every bug that we possibly can
2. Make UI "pretty" - Feb 18, 2022
   - Establish clean, modern looking UI with good flow. Implement light and dark themes.
3. Monetization implementation - Feb 28, 2022
   - Implement monetization model decided on in initial storyboard
4. User/System Settings - March 30, 2022
   - Implement user and/or system settings
   - UI theme, notification settings, etc.
5. Deep clean again, finalize - May 2022

Table 1 - Timeline:

Task	Dates to be worked on
Storyboarding	Oct 7-11
Setup Dev Environments	Oct 11-15
Begin Development	Oct 15-25
Setup Cloud	Nov 1-3
Develop Virtual Pet Customization	Oct 25 - Nov 5
User-Password Authentication	Oct 20 - Nov 5
Friend Code Functionality	Nov 1 - Nov 15
Group-tasks Functionality	Nov 1 - Dec 10
Finish Working Prototype	Dec 10
Deep Clean Prototype	Dec 10 - Jan 20
Spruce Up UI	Jan 20 - Feb 18
Implement Monetization Model	Jan 20 - Feb 28
Implement User and/or System Settings	Feb 28 - Mar 30
Deep Clean, tie up loose ends, finalize project	Mar 30 - Final Day

Table 2 - Effort Matrix:

Task	Contributions (primary responsibility in bold)
Storyboarding	Ben - 33%, **Sam** - 33%, Spencer - 33%
Setup Dev Environments	**Ben** - 50%, Sam - 35%, Spencer - 15%
Begin Development	**Ben** - 33%, Sam - 33%, Spencer - 33%
Setup Cloud	Ben - 0%, Sam - 0%, **Spencer** - 100%
Develop Virtual Pet Customization	Ben - 25%, **Sam** - 75%, Spencer - 0%
User-Password Authentication	Ben - 20%, Sam - 0%, **Spencer** - 80%
Friend Code Functionality	Ben - 40%, Sam - 10%, **Spencer** - 50%
Group-tasks Functionality	Ben - 30%, Sam - 30%, **Spencer** - 40%
Finish Working Prototype	Ben - 33%, Sam - 33%, Spencer - 33%
Deep Clean Prototype	**Ben** - 40%, Sam - 30%, Spencer - 30%
Spruce Up UI	**Ben** - 100%, Sam - 0%, Spencer - 0%
Implement Monetization Model	Ben - 40%, **Sam** - 60%, Spencer - 0%
Implement User and/or System Settings	Ben - 40%, **Sam** - 60%, Spencer - %
Deep Clean, tie up loose ends, finalize project	Ben - 15%, **Sam** - 70%, Spencer - 15%