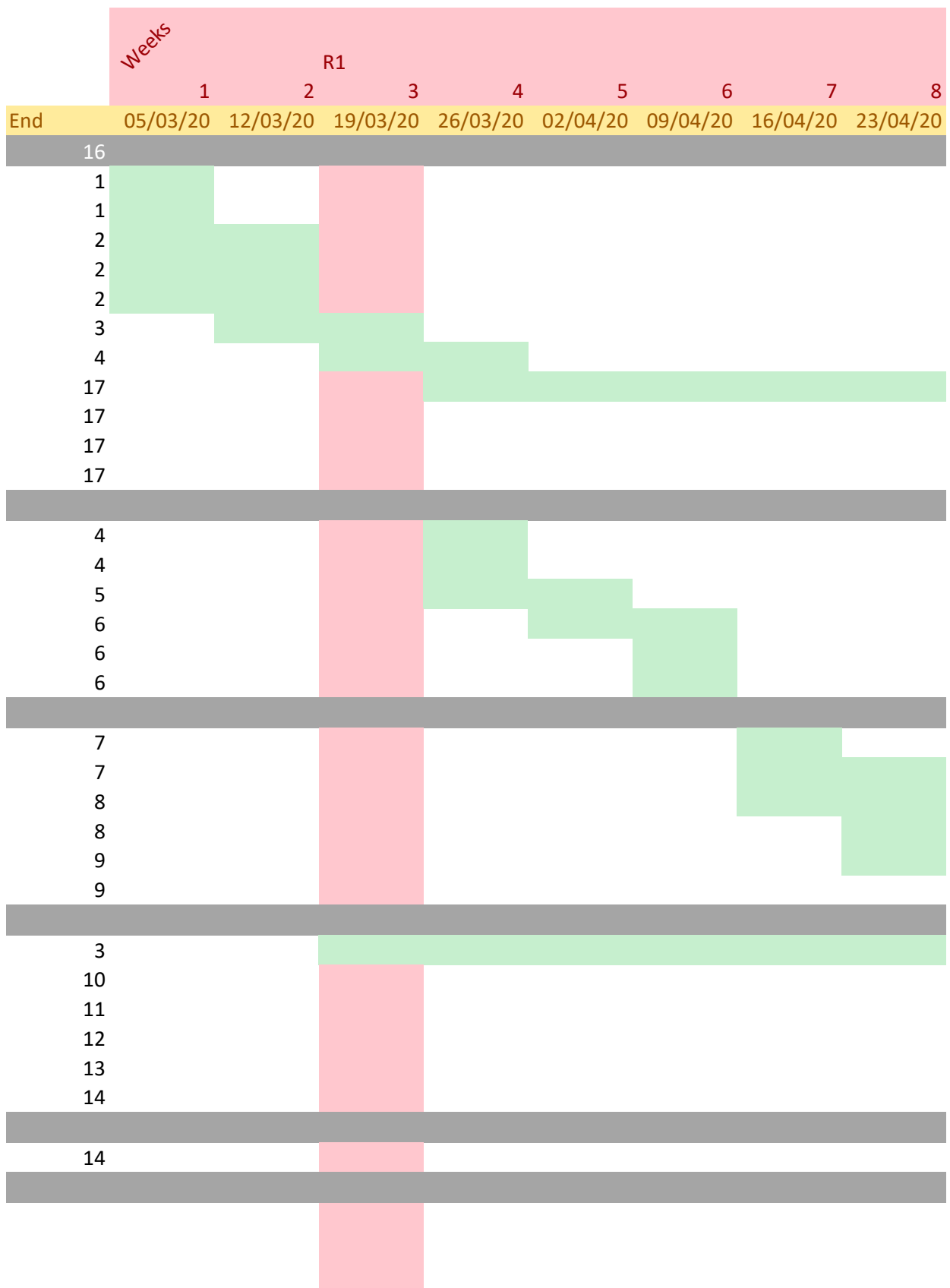
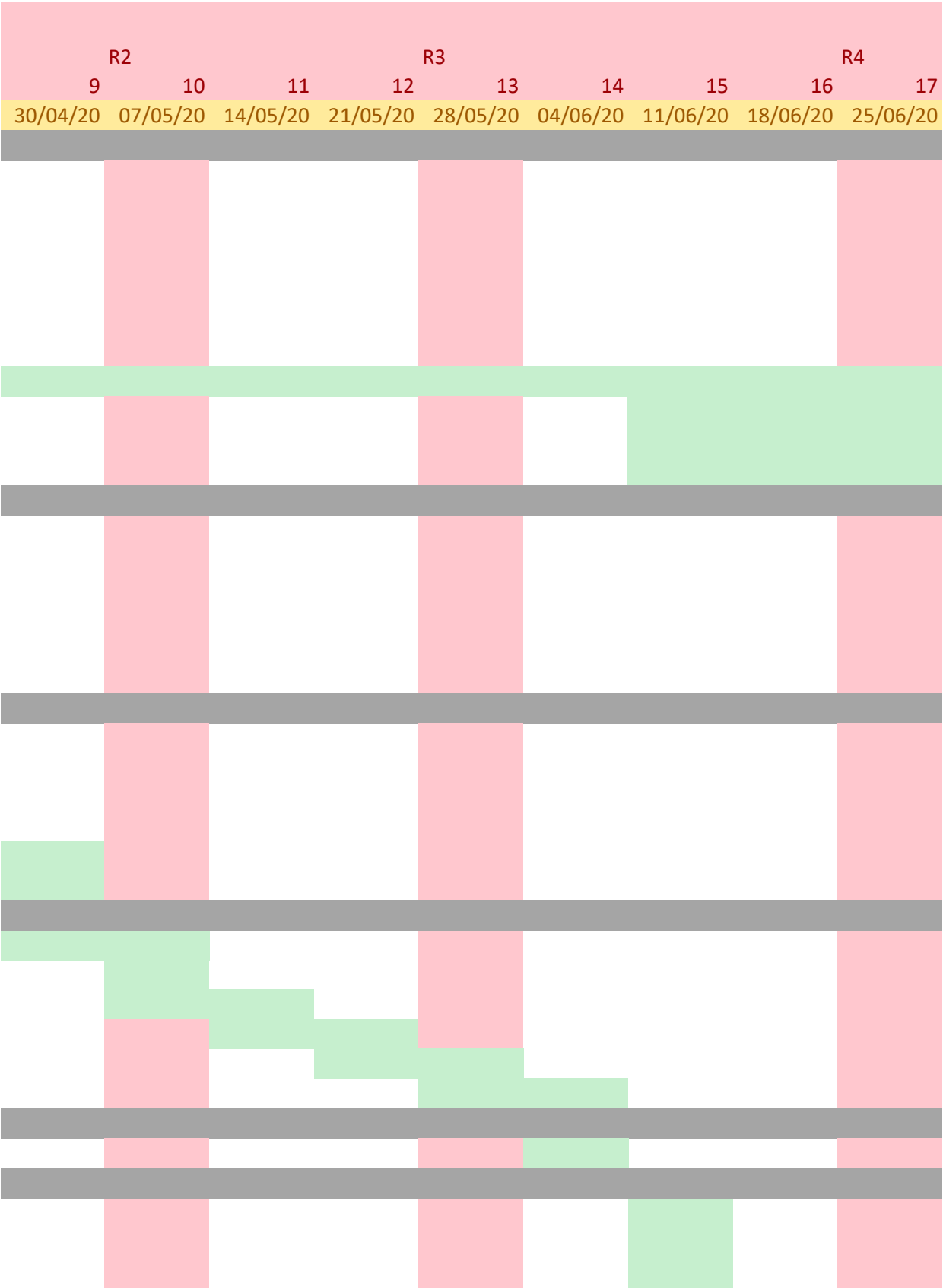


Start

Documentation	1
Prepare Workspace	1
Sections Draft	1
Introduction	1
Project Management	1
Methodology	1
State of the Art	2
Review Documentation	3
Development	4
Conclusions	15
Bibliography	15
Future of the Project	15
Data Collection	
UML and Structure	4
Basic Component	4
Component UI	4
Component Functionality	5
Save System	6
Testing	6
Data visualization	
UML and Structure	6
Unity Class	7
Visualization GUI	7
Visualization Rendering	8
Data Visualization	8
Testing	9
Database	
Database Research	3
Database UML	10
Write to Database	10
Get Data from Database	11
Local Database	12
Remote Database	13
QA	
Project Simulation	14
Publishing to Unity	
Look into Asset Store Publishing	
Prepare Assets	
Publish	





[illegible]