Week -3 – Idea Development
- Defined project concept and target audience
- Wrote initial user stories for the MVP
- Analyzed similar tools used by gamers and creators
- Validated feasibility of the chosen stack

Week -2 – MVP Planning & Scope Definition
- Defined core MVP vs post-MVP functionality
- Selected full-stack technologies and cloud services
- Prioritized features and split development into weekly phases
- Identified risks and initial architecture draft

Week -1 – Technical Documentation
- Created class diagram and SQL schema
- Wrote feature list, user stories, and tech stack documentation
- Set up GitHub repository with /docs folder and README
- Prepared architecture diagrams and Excalidraw sketches

Week 0 – Initial Development Setup
- Implemented User model and authentication routes (register, login, logout)
- Set up email confirmation on registration
- Built Map model with full CRUD and local image upload
- Public/private flag (isPublic) and unique slug for each map
- Public read-only route /map/:slug already functional
- Created basic frontend forms (login/signup) with working auth

Week 1 – Project Charter & POI Development (Current week)
- Writing and submission of Project Charter (Stage 2)
- Implementing POI model with XY, name, description, image, icon
- Routes: POST, PUT, DELETE
- UI: click-to-add POI on uploaded map background

Week 2 – POI Categories
- Create Category model (with optional parent)
- API to create/edit/delete categories
- Link each POI to a category
- Build nested category hierarchy for filtering

Week 3 – Dynamic Filtering UI
- Category-based POI filters (multi-select)
- Live updates on the map without reload
- Frontend components for mobile + desktop

Week 4 – Collaboration Features
- Collaboration table (mapId, userId, role)
- Invite system (by email or ID)
- Show collaborator list in map editor
- Enforce edit/view rights based on role

Week 5 – POI Logs (POILog)
- Create POILog table: track POI create/update/delete
- Record action type, user, map, timestamp
- Frontend: display log history per map

Week 6 – Google OAuth2 Authentication
- Configure Google login via Google Cloud Console
- Auto-create account on first login
- Redirect to dashboard with JWT
- Optional: merge with existing email-based accounts

Week 7 – IGDB Game Integration
- Proxy route to search games from IGDB API
- Autocomplete UI for game selection
- Save game info (name, slug, cover image) in each map
- Prepare grouping/filtering by game

Week 8 – Final UI/UX Cleanup
- Use Vuetify for polished and responsive layout
- Add icons, color coding per POI category
- Ensure map UI is readable and clean across screen sizes

Week 9 – Testing and Debugging
- Manual testing of full MVP flow
- Test edge cases and error handling
- Review mobile experience
- Fix all major bugs

Week 10 – Deployment and Final Delivery
- Deploy backend (API + database) to Railway
- Deploy frontend (Vue app) to Vercel
- Finalize README, public URL, and project presentation
- Submit all deliverables for portfolio evaluation

Post-MVP Features (Deferred)
- User POI statistics (POIUserStat)
- Real-time collaboration via WebSockets
- Map voting, favorites, or comments
- Full PWA support and offline usage
- Notification system and activity history with rollback