Moues Task List

**General List**

* Create TCP Connection between Server (laptop) and Client (phone)
  + First check with emulator, then transition to phone
  + Send data, constantly print to console to check if works
* PC Code
  + Create Mouse Singleton
  + Get Instance, run methods on Mouse whenever input receives from TCP connection
    - ~~Mouse move – take in current location, move by displacement amount~~
    - Mouse click – click at location, right and left
    - Mouse scroll – scroll page whenever x input (not defined yet)
    - Mouse tune – accommodates for dimensions of screen and scales in proportion to user movements
  + Make into executable jar file which runs in background
* Android
  + Tune displacement code
  + Have mouse not move when z acceleration is not approx. 0
  + UI
    - Format buttons to blink when clicked
    - Have scrolling feature so whenever press held down and moves, pc page scrolls
    - Have startup initialize connection so user immediately uses mouse
    - Re-format UI to look better

**Priority List**

1. TCP Connection – send data
2. Mouse Singleton
   1. Different mouse methods
   2. Run mouse methods from input from phone
3. Tuning
4. UI Improvement
5. JAR executable
6. Have inputs for screen dimensions and client device or something at beginning so easy use afterwards