

Timeline

YEAR 2016

MARCH



March 19th-20th
March 19th-20th
March 21st
March 21st

IEEE 3DUI
Olympic Cuts
Begin Milestone 1
Project Setup

APRIL



April 4th
April 4th
April 25th

UI Implementation
Begin Interaction Programming
Initial Mobil Implementation

MAY



May 9th
May 30th

Complete "Basic" Environment
Begin Milestone 2

JUNE



June 27th
June 27th
June 27th
June 28th
June 28th
June 28th

Finish UI Programming
Finish Functional Programing
Complete "Realistic" Environment
Design Usability Test
Develope Real-Time Texturing Methods
Optimization for Mobile

JULY



July 11th
July 25th

User Testing/Feedback
Begin Milestone 3

AUGUST



August 8th
August 29th
August 29th

Develop Shader Algorithms
Complete "Fantasy" Environment
Finish Mobile Optimization

SEPTEMEBER



September 2nd
September 18th

Error Fixes
Version 1.0 Complete