Q1

We laid the foundations of the DroidLab framework: we created a prototype that demonstrated the mechanics of the application. It allowed loading of modules, it handled the sandboxing, the plugin discovery and plugin method calls.

Q2

We developed a PHP based portal to handle the tasks of the backend. We extended the prototype with the network related functionality, added a test UI to the prototype and deployed it in house for testing. Several plugins and modules were created to test the functionality.

Q3

We migrated the backend to the cloud. Added CDM functionality, and we refactored the client to meet the updated user requirements based on the trial runs. We added new UI components and functionality. We studied the different resource management strategies both inside a single device, and for the device pool.

Q4

We studied the scalability issues and created cost estimates for different load levels. We designed a gamification framework and started implementing it both in the client and on the server. We adopted the client’s architecture and interfaces to be able to track and manage resource consumption. We designed a sample module and a sample plugine based on the finalized architecture to help further development.