Research of system - Research computer hardware, audio hardware, materials - Create detailed plan for software system	May I - 8	.5 week
Creation of working prototype - Break glass with sound as proof of concept - Create basic prototype app - Development of prototype system, focusing on functionality, reliability, etc. - Testing, debugging, improvements, etc. - Finished prototype version	May 8 - 31	2 weeks (working half- time)
	Due June I	
Development of system "Phase two" - Visual and interaction design and implementation - Software development for control and sensing system (improving the functionality) - Testing, debugging, improvements, etc. - Second version complete, with finished functionality, visual and interaction design - Full documentation of software, user's manual	June I - 30	4 weeks
Revisions and changes in collaboration with the Norwegian studio - Make into "final product"	July I - ?	I - 2 weeks
Installation in Norway - Attending to any possible issues on site	August 21	2 days
		total: 8 - 9 weeks