**ITERATION 1 TASKS**

* Implement a Home screen
* Add a “Play” button to play the game
* Link the “Play” button to the Profile screen
* Implement a User Profile screen
* Add a User Name text field to the User Profile screen
* Add an Age selector to the User Profile screen
* Add a User Avatar selector to the User Profile screen
* Add a clock counting down the time remaining until the next game begins to the User Profile screen
* Add a Join Next Game button to the User Profile screen
* Link Join Next Game button to the Game Start Count down screen
* Add a Player Statistics section to the User Profile screen
* Add a Highscore field to the User Profile screen
* Add a Rank field to the User Profile screen
* Add a Games Played field to the User Profile screen
* Add an Average Score field to the User Profile screen
* Add a Total Treasure field to the User Profile screen
* Add a Total Deaths field to the User Profile screen
* Implement a Game Start Countdown screen
* Add a clock counting down the time remaining until the next game begins to the Game Start Countdown screen
* Link Count down Screen with Game Play screen
* Implement a Game Play screen
* Create a database
* Install Emulator software on all developer devices Implement Geolocation API
* Implement a Player object mapping the player’s position on the game map to the Game Play screen
* Add a clock counting down the time remaining in the game to the Game Play screen
* Add a Collected Treasure Value display to the Game Play screen
* Add a Player Life meter to the Game Play screen
* Add a Remaining Treasure display to the Game Play screen
* Test version 0.0 on school soccer field
* Debug application source code
* Test cases