* 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
* Create a database
* 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
* Create Tutorial script
* Implement Tutorial screens with Next, Back, and Exit buttons to traverse and exit the tutorial screens
* Link Exit Tutorial button to User Profile screen
* Link Tutorial screens Next, and Back buttons to proceding, and preceding Tutorial screen respectively where applicable.
* Create Gold Coin, Treasure, and Ghost objects
* Code algorithm for calculating amount of Gold Coins and Treasure objects specific to a given game based on the number of active users.
* Code algorithm for appropriate generation and placement of Gold Coin, Treasure, and Ghost objects within randomized geofences within the game map and Ghost-Zone boundaries
* Implement Action screens with appropriate user inuput objects and application response for Gold Coins and Treasure
* Link Game Play screen to Gold Coin and Treasure Action screens
* Link Gold Coin and Treasure Action screens to Game Play screen
* Code algorithm for application response and actions upon user encountering Gold Coins and Treasure
* Code algorithms for user action/input upon encountering Gold Coins and Treasure
* Code algorithm for communication between application and database via the server upon user action/input during game play (ex. Gold Coin/Treasure depletion, player life depletion/ death/ expulsion from game due to exiting game map boundaries.
* Code algorithm for updating Collected Treasure Value display, Player Life meter, Remaining Treasure display, Time Remaining Clock values on the database and on the application Game Play Screen.