

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
BackGround Reading															
Set up Localhost for server, Install necessary software															
Initial learning of WebGL and WebSockets															
Simple prototypes demonstrating WebGL in 2D															
3D rendering of basic geometric figures															
Alpha Review				2/15/13											
Clean up 3D scene too have its own Look and Feel															
Single player gameplay elements, navigation															
Beta Review								3/15/2013?							
Integrate WebSockets into 2D Scene															
Integrate Web Sockets into 3D Scene															
Modifications to WebSockets to support more load															
Debug and Cleanup, Buffer time															
Final Presentation/Poster														4/23/2013?	
Final Report															5/7/13