

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16	Week 17	Week 18	Week 19	Week 20	Week 21
Application Architecture Research and Definition																					
Project Setup																					
Technology Research (PoC building)																					
Real-Time Interaction																					
Event Submission and other Events sync																					
Conflict resolution - Multiversion user selection																					
Conflict resolution - Custom Resolution based on conflict type (creative resolution)																					
Offline Mode																					
Store interactions locally																					
Sync on network resume																					
Reputation System																					
Per event reputation update calculation																					
Reputation update recurrent service																					
User study																					
Service Adaptation (depending on user study results)																					
Dissertation Writing																					

Legend:

Setup/Pre-work

Real-Time Interaction

Offline Mode

Reputation System

User Study

Final Tweaks

Dissertation