# Neuronscape Timeline (June 2011 -> June 2012)

## June 2011

* Basic OpenGL Infrastructure for Texture Rendering and Object Placement and Movement
* Basic Animal Implementation in Test Environment

## July 2011

* Animal 1.0 to be implemented in Environment
* Manual (external) Force Interface to be added
* Rob Mills to start on Project

## August 2011

* Vision plane – animal perspective to be implemented
* Vision plane – “God” view to be implemented

## September 2011

* Document Environment
* Train Rob Mills in detail on Neuronscape

## October 2011

* Document Environment
* Train Rob Mills in detail on Neuronscape

## November 2011

* Spinnaker Integration to Neuronscape

## December 2011-Feb 2012

* Demonstration Example Development
* Paper on Neuronscape with basic animal implementation

## Feb 2012->June 2012

* Demonstration Example Development
* Animal Enhancements – higher number of Neurons