General Development Plan for Iteration 1

- Week of 9/17
 - Develop a basic GUI with no functionality that runs in a browser; ignore the map for now (Chandler and Tanner)
 - Develop a database with the API containing various functions that are useful to application-level software (Jesse)
 - Ensure that the GUI works on iOS and Android (Jason?)
 - Contact Bagherzadeh to meet week of 9/24 (Roman)

- Week of 9/24
 - Write a basic map with no layout that simply plots points; ensure the map has a simple interface (Roman)
 - Get a table of node position values from the DW1000 (Tanner and Jason)
 - Integrate the current GUI with the database (Chandler and Jesse)
 - UROP Proposal and Project Registration (Roman)
 - Meet with Bagherzadeh and enroll in senior design lab

- Week of 10/1
 - Integrate the stream of node position values from the DW1000 with the map; map interface must remain fixed so others can develop using it without merge conflicts (Roman and Tanner)
 - Work on detecting user with the DW1000 (Jason and Chandler)
 - Integrate the map with the GUI (Jesse)

- Week of 10/8
 - Run tests with the full GUI on various platforms
 - Code refactoring and documentation