

# Tasks

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Name	Begin date	End date
Android client	27/10/12	16/01/13
Mapping solution	27/10/12	02/11/12
Research available mapping solutions and conclude which is the most appropriate. Implement chosen solution.		
Location services	03/11/12	09/11/12
Look into the Android API location services. Combine different location services (GPS, network) into a simple user location.		
PUSH/PULL	10/11/12	23/11/12
Look into how both PUSH and PULL can be implemented for the Android platform. Looking at the advantages and disadvantages of each. Quick implement of one or both depending on conclusions from research. Compare implementations and produce final code. Research will also include combating security concerns.		
Research	10/11/12	16/11/12
Implementation	14/11/12	23/11/12
Finalizing 1st prototype	24/11/12	28/11/12
Bringing everything together and creating a working prototype. This prototype will only consist of plotting the users location and other users locations on their map. Users locations will update and track each users location as they move around.		
Units & structures	04/12/12	16/12/12
Add methods to display users units and structures. Also UI tweaks to add a menu where users can purchase and place items. Also a way of selecting multiple units or single structures to edit, delete, upgrade etc.		
Combat system	12/01/13	16/01/13
Server	10/11/12	16/01/13
Research technologies	10/11/12	14/11/12
PUSH/PULL	19/11/12	23/11/12
Finalizing 1st prototype	24/11/12	28/11/12
Units & structures	08/12/12	16/12/12
Allow the creation and placing of units and structures. Tracking of unit locations and information, including simple unit movement.		
Combat system	07/01/13	16/01/13
Automated attack system when a users units come within range of an enemies. Need to keep track of units health and damage rating. Also including attacking structures.		
Testing & bug fixes	29/11/12	20/01/13
1st prototype	29/11/12	03/12/12
Distribute working prototype to a handful of testers. Spreading out across the local area to determine how well the points track the other users locations. Detail data and battery usage as well as server resources. The rest of the allocated time is for fixing any bugs and re-testing if applicable.		

# Tasks

3

Name	Begin date	End date
2nd prototype Second prototype will focus on the combat system when used by a number of concurrent users. Responsiveness is the key attribute to test for.	17/01/13	20/01/13
Documentation	15/11/12	19/11/12
Progress report	15/11/12	19/11/12
Christmas break No assigned tasks over the christmas period. Free time will be used to review current code and refactoring.	17/12/12	06/01/13

Gantt Chart

