

- Core features:
  - Persistent Storage:
    - Team information, locally
      - Dependencies
        - a. A way to store data locally (SQLite, a file, etc)
        - b. Knowledge
          - Database administration
          - Android
      - Primary Responsibility: Peter Dranishnikov
      - Steps (3-5 weeks total)
        - a. Identify data that needs to be stored locally, surviving the termination of the app
        - b. Determine relevant data types, structures, access times, and API(s)
        - c. Program
  - Web Services (API, etc):
    - Team information, sync between all app users
      - Dependencies
        - a. A program that handles the API
        - b. A place to run the above program (cloud, old computers, etc)
        - c. A place to store data generated by users (DB)
        - d. Knowledge
          - Cloud/server hosting administration
          - Backend web development
      - Primary Responsibility: Gervonte Fowler
      - Steps (3 to 5 weeks)
        - a. Choose a free web service that can handle databases efficiently
        - b. Create a database that can store user information
        - c. Interface with app
  - Location Services:
    - Presence of app users in rec area (geofence)
      - Dependencies
        - a. Google Location Services

- b. Knowledge
      - GIS techniques
    - Primary Responsibility: Jordan Gilpin, Karun Mackoon
    - Steps (3-4 weeks)
      - a. Determine the location service the app will use (GPS, Cell Id, A GPS, etc.).
      - b. Begin research related to establish a Geofence/ Implement knowledge.
      - c. Choose locations that will trigger a response.
      - d. Create protocol for user interaction when Geofence is triggered.
    - allow users to pick a spot on the map to schedule a meeting spot for training, team meetings, etc.
      - Dependencies
        - a. Google Location Services
        - b. Knowledge
          - Placing a pin with a view
      - Primary Responsibility: Jordan Gilpin, Karun Mackoon
      - Steps (3-4 weeks)
        - a. Create Geofence.
        - b. Enable interactivity for map interface.
        - c. Implement location sharing activity.
  - Account
  - UI Layout
    - Responsibility: Marckenrold Cadet
    - Parts (taken from design)
      - Login Page
      - Main Page/Team views
      - Calendar Month
      - Calendar Weekly/Agenda
      - Location Map
      - User Profile
- Testing
  - Programmatic
    - Android Testing Framework

- UX
  - Preview app to numerous people and take notes on their interactions/suggestions.

- Project timeline:

[illegible]