



7	Use Cases Identify and model use cases, Define scenarios and test the use cases	
8	Packaging Create packages, package diagram .JGUI and Engine must be strictly separated. Also all code that is not part of this diploma work, be it publicly available open source or from the customer, goes into separate packages))	
9	Business Class diagram Create business classes, Class diagram	
11	Logical Db model Create logical database model	
12	Sequence diagrams Create sequence diagram for a position estimate from each position provider. Create activity diagram if necessary	
13	Test Cases Specify test cases and test the model with the scenarios	
15	Transfer Business into Design classes, in code	
	Model Business classes into Design classes, apply OO design patterns, Design associations, attributes, methods, enumerations	0.5
	Design the interfaces, Design the packaging	0.5
	Design the database tables	0.5
	Study .NET Unit testing and define test cases (if enough time available)	1
17	System Interfaces Find suitable NMEA lib, Implement outputter, copy data from current estimate into the NMEA classes	1
18	User Interfaces	
	Languages, Designing the Main parts of the dialog	0.5
	Design the WCF classes for Event firing and track segment number input	1
	repopulate event markers	0.5
	Event firing	1
	Implement status providing and GUI Elements, WCF for this.	1
19	Hardware Interfaces Install adapter, test output with a prototype	0.5
20	Start and Shutdown	
	Create starter EXE, probably a Windows service for the engine, Create Starter EXE for the GUI	0.5
21	Using WiFi Test Placelab Get Data Integrate Placelab	1 1 1
22	Using GPS Integrate GPS	1
23	Using IMS	
	Get acquainted with the sensor and the data access	1
	Create position estimates with correct CEP from the data.	0.5
	Design and implement a simple algorithm that links the last known position with the IMS output. (Some sort of back-calculating the acceleration and turnrate error)	1
24	Using the track db	
	Create track db proxy or list that hold current track waypoints (Probably narrowed down by user input). Calculate nearest point algorithm	1.5
25	Using event markers Create corresponding position provider	0.5
26	Logging (and Emulation)	
	Create logger, reading from logs, emulating sensor	1
27	Estimating the position Create blender	1