Starting 09/01

- ➤ *Week 1 (09/01 - 15/01):* Integrate Unity project in with the backend.
- ➤ *Week 2 (016/01 - 22/01):* Select and improve the targets. Loading the correct game/interaction based on the location and advertisement target.
- ➤ *Week 3 (23/01 - 29/01):* Integrate ability to store image on the server. Integrate ability to download those data onto device.
- ➤ *Week 4 (30/01 - 05/02):* Testing and Evaluation of prototype 1
- ➤ *Week 5 (06/02 - 12/02):* Develop location based games (such as the player has to capture the nearest 3 advertisements in a set amount of time to earn reward).
- ➤ *Week 6 (13/02 - 19/02):* Integrate global ranking. Design rewards.
- ➤ *Week 7 (20/02 - 26/02):* Testing and Evaluation of prototype 2
- ➤ *Week 8 (27/02 - 05/03):* Integrate location services, prevents users to collect the same voucher at the same location repeatedly.
- ➤ *Week 9 (06/03 - 12/03):* Add a visual map like Pokemon Go for extra interactivity
- ➤ *Week 10 (13/03 - 19/03):* Testing and evaluation of prototype 3
- ➤ *Week 11 (20/03 - 26/03):* Final product build, testing and evaluation
- ➤ *Week 12 (27/03 - 02/04):* Easter
- ➤ *Week 13 (03/04 - 09/04):* Easter
- ➤ *Week 14 (10/04 - 16/04):* Easter
- ➤ *Week 15 (17/04 - 23/04):* API documentation and video
- ➤ *Week 16 (24/04 - 26/04):* Website and source code clean up
- ➤ *Week 16 (26/04):* Project submission

This plan is the best case scenario in our development cycle, we try our best to keep up with this plan however in reality there were many problems that arise as time progress.