

# Project Description - Group 16

## Project

We have chosen to create a game named Avoidance in which you control a ball by tilting the phone. The goal is to survive as long as possible by avoiding obstacles and approaching enemies. To help the player, there will also be power-ups on the board to collect, and the user will also be able to jump over dangers.

## License

As we have no intention of selling the application and are happy to share our code for other developers to use as they wish, we will release it under a free software license, more specific the GNU General Public License (GPL).

## Features

Roll the ball - The user can control the ball and roll it around the map.

Obstacles - Harmful and non-harmful objects located on the map.

Surfaces - Different surfaces provide varying friction, and thereby affects the balls movement.

Enemies - Enemies spawn around the map and move towards the player to kill him.

Highscore - A list of the top scores stored locally on the android device.

Powerups - Powerups located on the map which the player can pick up to gain improved abilities for a short amount of time. e.g. roll faster, jump longer.

Jump - The player can jump to avoid obstacles and enemies.

## Roles

- Filip Brynfors - Product Owner, Team Member
- Markus Ekström - Scrum Master, Team Member
- Florian Minges - Team Member
- Jakob Svensson - Team Member