Avoidance Project Plan - Group 16

What

Avoidance is a game in which you control a ball by tilting the phone to avoid approaching enemies and static dangers. The goal is to survive as long as possible. You are also able to jump over obstacles and dangers. There will also be power-ups on the board to collect.

Why

The Avoidance Android Application is a game made to entertain people.

How

The application will consist of three activities: one for the menu, one for the highscores and one for the game. We will use AndEngine to handle graphics. Collision detection and physics will be handled by custom made code.

Responsibilities

Filip - Product Owner & Team Member Florian - Team Member Markus - Scrum Master & Team Member Jakob - Team Member

Milestones

14/9 - Start of project17/9 - Documentation

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19/10 - Final documentation 22/10 - Hand in project