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 project
17/9 - Documentation

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