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