Initial Release Schedule

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| --- | --- |
| **Release Name** | **New incremental features of this release** |
| **1.0** | **Scrolling background and ability to flip gravity** |
| **2.0** | **Scrolling obstacles with hit detection** |
| **3.0** | **Add larger variety of obstacles such as pitfalls and spawn obstacles with increasing difficulty for the player as score progresses** |
| **3.5** | **Add coin with random spawn locations** |
| **4.0** | **Develop Main Menu and Gameover screen that transition into one another as well as Game screen** |
| **4.5** | **Add dynamic score in meters and speed up scrolling background as game progresses** |
| **5.0** | **Change terrain, remove flat ground. Replace with different sections of level (Example: Rolling hills, stairs going up/down etc.** |
| **6.0** | **Add shop with variety of skins for main character** |
| **7.0** | **Add sounds (flipping sound, death sound etc.)** |
| **8.0** | **Attempt firebase multiplayer on android devices** |

Updated (Revised) Release Schedule

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| --- | --- |
| **Release Name** | **New incremental features of this release** |
| **1.0** | **Scrolling background and ability to flip gravity** |
| **2.0** | **Scrolling obstacles with hit detection** |
| **3.0** | **Add larger variety of obstacles such as pitfalls and spawn obstacles with increasing difficulty for the player as score progresses** |
| **3.5** | **Add coin with random spawn locations** |
| **4.0** | **Develop Main Menu and Gameover screen that transition into one another as well as Game screen** |
| **4.5** | **Add dynamic score in meters and speed up scrolling background as game progresses** |
| **5.0** | **Add complex obstacle spawning. Having only one obstacles spawn at one time.** |
| **6.0** | **Attempt cloud based score and possible multiplayer on android devices** |