**Release Schedule (the second half of Specs)**

**Here, you will show an itemized plan for completing your project. You will share how you foresee your program developing, from 1.0 to 6.7 (be creative with release names). Do not worry about specific times of completion; be more concerned about the specifications that would make a given release clearly unique. The release schedule will be like rungs on a ladder that will give you direction with clearly defined progressive goals.**

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| **Release Name** | **New incremental features of this release** |
| **0.1** | **Add launch button**   1. **Launch** |
| **0.2** | **Add action listener to button to perfrom actions** |
| **0.3** | **Add physics Part 1: Gravity** |
| **1.0** | **Press button to launch pengiun** |
| **1.1** | **Side scrolling** |
| **1.15** | **Add Edge Panning for up and down motion(Background moves only when the penguins reaches the edge)** |
| **1.2** | **Add items that positively and negatively affects using collision detection**  **- double score for 10 seconds (positive)**  **- Rockets (increase velocity) (positive )**  **- Negative Effects (varies on theme)**  **ex. slows down speed** |
| **1.3** | **Add a HUD (Heads Up Display) that shows score and money earned**  **Adding floating upgrades on the background in random order**  **Adding a score system (coins in random places on background+continuous score updater and depending on the displacement)** |
| **2.0** | **Add a start menu, which navigates**   * **1) Start Game(Start Flying)**   + **Choose your character**   + **Choose map** * **2) “How to Play”** * **3) Settings** * **4) Continue** |
| **2.1** | **-Add different maps**  **-Arctic theme(Default)**  **-Space**  **-Volcano**  **-City**  **-Underwater**  **-Jungle**  **-Mountains**  **-Desert** |
| **2.2** | **-Make upgrades and other collectables fit the theme of the map** |
| **2.3** | **-Add different birds/characters that are upgrades**  **-Penguin(Default)**  **-Ostrich**  **-Flying Squirrel**  **-Eagle**  **-Ironman** |