CMSC 5233

Mobile Application Development

Game Project Proposal

**Objective**

To create an app that will allow a user to play three simple games. Games will have a leaderboard that is appropriate to the style of game.

**Assumptions**

1. App will utilize a persistent online web service
2. The games are designed for a single player

**Goals**

1. Utilize Angular to help generate application
2. Support multiple device types
3. Standardized user interface design

**Work Breakdown Structure**

1. Game Project
   1. Week 1
      1. Document game rules Lee Shuman
      2. Document game rules Paul Christy
      3. Document game rules Diane Truong
   2. Week 2
      1. Leaderboard design Lee Shuman
      2. Design app navigation Paul Christy
      3. Create app images Diane Truong
   3. Week 3
      1. Gladiator Combat Lee Shuman
      2. Pac-Man Clone Paul Christy
      3. Angry Birds Clone Diane Truong
   4. Week 4
      1. Gladiator Combat Lee Shuman
      2. Pac-Man Clone Paul Christy
      3. Angry Birds Clone Diane Truong
   5. Week 5
      1. Gladiator Combat Lee Shuman
      2. Pac-Man Clone Paul Christy
      3. Angry Birds Clone Diane Truong
   6. Week 6
      1. Gladiator Combat Lee Shuman
      2. Pac-Man Clone Paul Christy
      3. Angry Birds Clone Diane Truong
   7. Week 7
      1. Gladiator Combat Lee Shuman
      2. Pac-Man Clone Paul Christy
      3. Angry Birds Clone Diane Truong
   8. Week 8
      1. Create Slides for Gladiator game/Leaderboard API Lee Shuman
      2. Create Slides for Pac-Man/Navigation Design Paul Christy
      3. Create Slides for Angry Birds/Graphic Design Diane Truong
   9. Week 9
      1. Code/Slide Review Lee Shuman
      2. Code/Slide Review Paul Christy
      3. Code/Slide Review Diane Truong
   10. Week 10
       1. Run through presentation/Cleanup Lee Shuman
       2. Run through presentation/Cleanup Paul Christy
       3. Run through presentation/Cleanup Diane Truong