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Implementation plan, in order-

1. Create Kivy app
2. Make Menu screen with buttons leading to settings and the game
3. The mouse clicks in the game drawing lines, and deleting previous lines. (somewhat difficult)
4. The ball, which falls at a constant rate, has velocity
5. The ball bouncing off of the last drawn line with slightly greater velocity (difficult part)
6. Spawning tokens
7. Ball collecting tokens, and screen moving up
8. Keeping track of ball progress, and whether it falls off of the side.
9. Lines in the background, and numbers to show how high you get.
10. Game over screen with buttons to play again and to the menu.
11. Highscores for Game Over screen, which will be saved on a document.
12. Settings screen
13. Implementing bumpers
14. Saving settings
15. Animating the lines more, adding images.