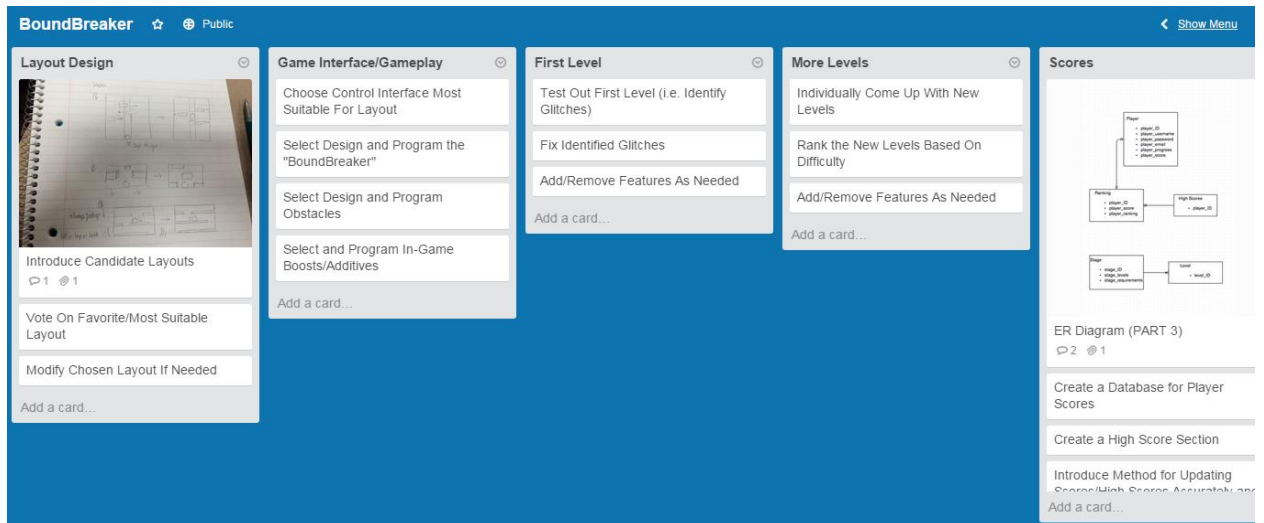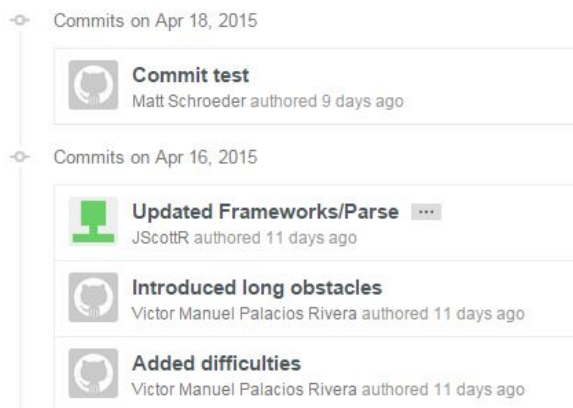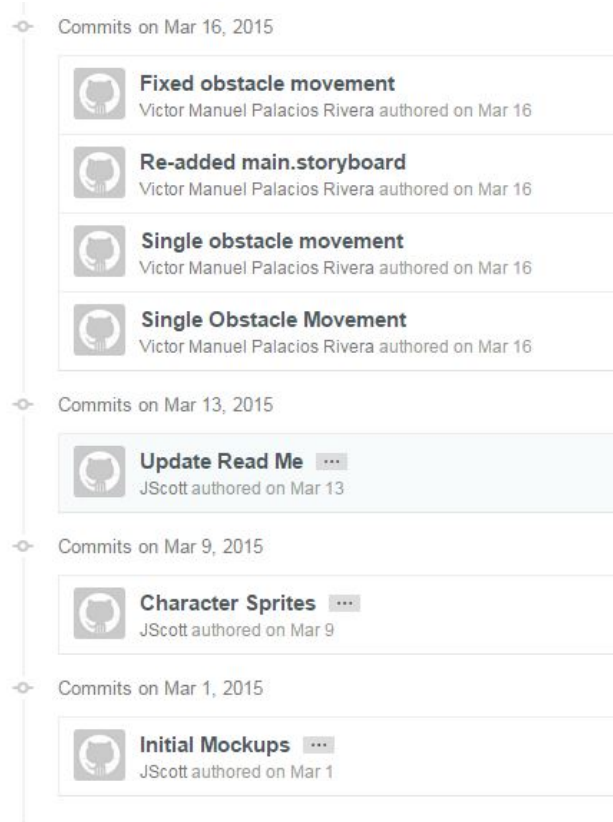- **Title**: Bound Breaker

- **Who**: John Richards, Matt Schroeder, Victor Palacios, Brent Pivnik

- **Methodologies:** Agile, Peer Code Review

- **Project Tracker:** https://trello.com/b/X540gviw/boundbreaker

- **Project Plan:**

- **VCS link**: https://github.com/JScottR/BoundBreaker.git

- **VCS Screenshots**:

Commits on Mar 16, 2015

Fixed obstacle movement
Victor Manuel Palacios Rivera authored on Mar 16

Re-added main.storyboard
Victor Manuel Palacios Rivera authored on Mar 16

Single obstacle movement
Victor Manuel Palacios Rivera authored on Mar 16

Single Obstacle Movement
Victor Manuel Palacios Rivera authored on Mar 16

Commits on Mar 13, 2015

Update Read Me ⋯
JScott authored on Mar 13

Commits on Mar 9, 2015

Character Sprites ⋯
JScott authored on Mar 9

Commits on Mar 1, 2015

Initial Mockups ⋯
JScott authored on Mar 1

- **Deployment:** Apple App Store through the Apple Developer Program

- **Differences From Original Project Proposal:**

  - Biggest difference was the change from levels in the game to instead having the game being procedurally generated

  - Additionally, not able to switch between game control interfaces

  - User cannot change backgrounds

  - No ads were added to the gameplay