

Title: Bound Breaker

Vision: Create an addicting and entertaining bus stop app.

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

Auto-Documenter: Doxygen

PDF Documentation: <https://github.com/JScottR/BoundBreaker/blob/master/Documentation/autodoc.pdf>

HTML Documentation: <https://github.com/JScottR/BoundBreaker/tree/master/Documentation/html>

Link to VCS: <https://github.com/JScottR/BoundBreaker.git>

Link to project tracking software: <https://trello.com/b/X540gviw/boundbreaker>

Project Plan:

Boards

Trello

VP Victor Palacios

BoundBreakerPublicShow sidebar

Layout Design

Introduce Candidate Layouts

Vote On Favorite/Most Suitable Layout

Modify Chosen Layout If Needed

Add a card...

Game Interface/Gameplay

Choose Control Interface Most Suitable For Layout

Select Design and Program the "BoundBreaker"

Select Design and Program Obstacles

Select and Program In-Game Boosts/Additives

Add a card...

First Level

Test Out First Level (i.e. Identify Glitches)

Fix Identified Glitches

Add/Remove Features As Needed

Add a card...

More Levels

Individually Come Up With New Levels

Rank the New Levels Based On Difficulty

Add/Remove Features As Needed

Add a card...

Scores

Create a Database for Player Scores

Create a High Score Section

Introduce Method for Updating Scores/High Scores Accurately and Continuously

Add a card...