Android Slider

9/29/2019

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| **Task Board** | | |
| To do | Doing | Done |
| * Add game functionality * Determine when the puzzle is solved * Main Menu * How-to-Play section * Animated tile movement * Timer/Time keeping * Move counter * High Score tracking * High score section in Main Menu * Determine if the current puzzle is solvable or not * Different difficulties/board size * Picture instead of numbered tiles. | * App/Game is compatible for different screen sizes |  |

To Do list

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| **Category** | **Task #** | **Est. hours** | **Description** |
| **Prework** | 10 | 1 | Install Android Studio IDE |
| **Must Do** | 100 | 4 | Program the board size to be based on the device’s screen size |
| 200 | 2 | Add the main game logic |
| 210 | 1 | Determine if the current puzzle board is solved or not |
| 300 | 1 | Build Main Menu |
| 220 | 1 | Add a timer to the puzzle |
| 230 | 1 | Add a move counter |
| 310 | 3 | Keep track of high scores |
| **Should Do** | 240 | 2 | Animate the tiles moving to their new position |
| 250 | 3 | Only give a solvable puzzle to play |
| 320 | 2 | Add a How-to-Play section |
| 330 | 3 | Option for different size puzzle boards |
| 260 | 4 | Use a picture instead of tiled numbers |
| **Would Like** | 270 | 1 | Tile animation sound |
| 280 | 1 | Background music |
| 340 | 1 | Volume setting in menu |