**Release Schedule 3.0**

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| **Release Name** | **New incremental features of this release** | |
| **0.0** | **Simple MVC application** | |
| **WIP 1** |  | |
| **1.0** | **Button scratch** | |
| **1.1** | **Music scratch** | |
| **1.2** | **Original music (made at home)** | |
| **WIP 2** |  | |
| **2.0** | **Movement scratch (gravity, jumping, moving left/right)** | |
| **2.1** | **Menu Scratch** | |
| **WIP 3** |  | |
| **3.0** | **MAINGAME repository creation (the integration of every scratch from WIP1 and WIP2)** | |
| **3.1** | **Touch regions scratch** | |
| **3.2** | **Obstacle scratch (hit detection)** | |
| **3.3** | **Sprite animation scratch** | |
| **3.4** | **Menu Scratch 2.0** | |
| **3.5** | **Adding all of WIP3’s scratches to MAINGAME** | |
| **WIP 4** |  | |
| **4.0** | **Floating/moving Obstacles scratch (spikes)** | |
| **4.1** | **Heart collection scratch** | |
| **4.2** | **Scaling to all devices (using ortho cams and viewports)** | |
| **4.3** | **Saving Highscore added to MAINGAME** | |
| **4.4** | **Instructions screen added** | |
| **4.5** | **Sprite animation scratch (exploding watermelon)** | |
| **4.6** | **Adding all of WIP4 to MAINGAME to create v4.0** | |
| **WIP 5** |  |
| **5.0** | **Sprite Animated custom character** |
| **5.1** | **Gyro Scratch** |
| **5.2** | **Custom level art, fonts, buttons, sounds etc.** |
| **5.3** | **Write instructions** |
| **5.4** | **Adding everything done in WIP5 to MAINGAME** |