

BUBBLE SMASH GAME

(Project Plan Increment 1 (Team # 9))

REVISED PROJECT GOAL AND OBJECTIVES (REVISED)

Overall goal

This project aims at gaming development in android studio for android phones and tablets.

The aim is to develop an interactive game for mobile platform in android studios and add new features using the technologies we get acquainted during our course term.

Specific objectives (problem statement)

There will be a bubble running at random speed on the app and user needs to tap on that bubble to smash it.

There will be three levels: Easy, Intermediate and Expert.

Two scoring modes: Classic, Timebound,

As the level goes up the number of bubbles and the speed will increase making the levels more complex.

Specific features

- User should be able to login as guest or can login from any social account.
- If user login through social account then the user should be able to see his/her friend progress as well.
- Profile should display a picture which can be captured using a camera or from gallery.
- User profile level and best score should be displayed.
- Game can be resumed from the point where user left.
- Implementing different levels like easy, intermediate and expert in the game, by increasing the speed in each level.
- Implementing two scoreboards classic and timebound.
- Allowing the user to view his friends score when he logs in through social networks.
- Displaying bubbles with different colours, so that tapping on a specific colour will increase the score and tapping on some bubbles decreases the score.
- Displaying user image captured during login in the score board.
- Changing the bubble images based on the GPS Location.

- Resuming the game and allowing the player to start from where the position he has paused it.
- To show numbers on bubbles and then the user should tap in that order only.
- Bubble burst should make a sound
- Along with bubbles, bombs should also be shown which user should not tap on.

Significance

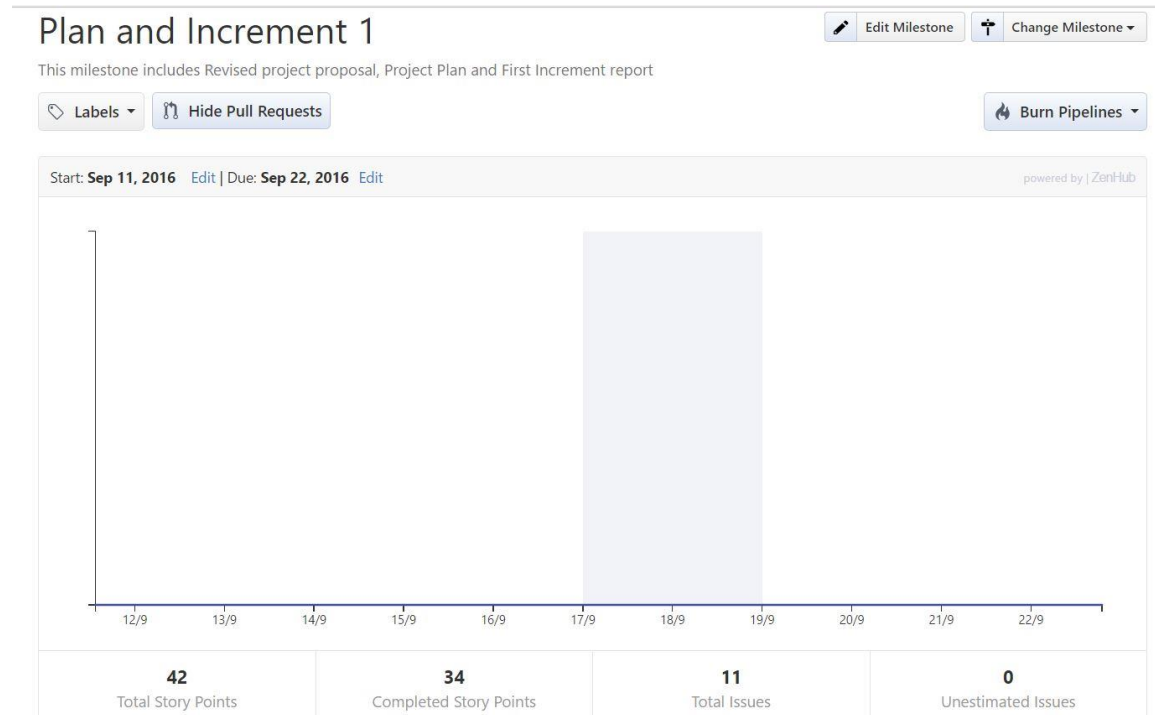
This game can also be used for entertainment as well as by elderly people. It can help in memory exercise for all sort of people by displaying numbers on bubbles.

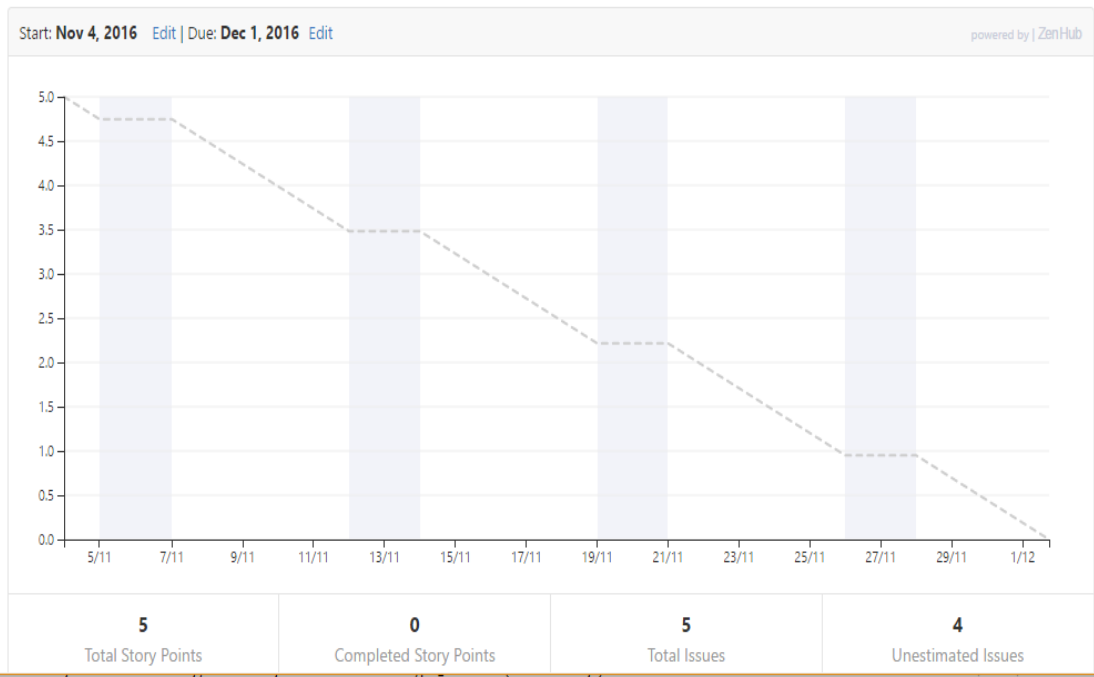
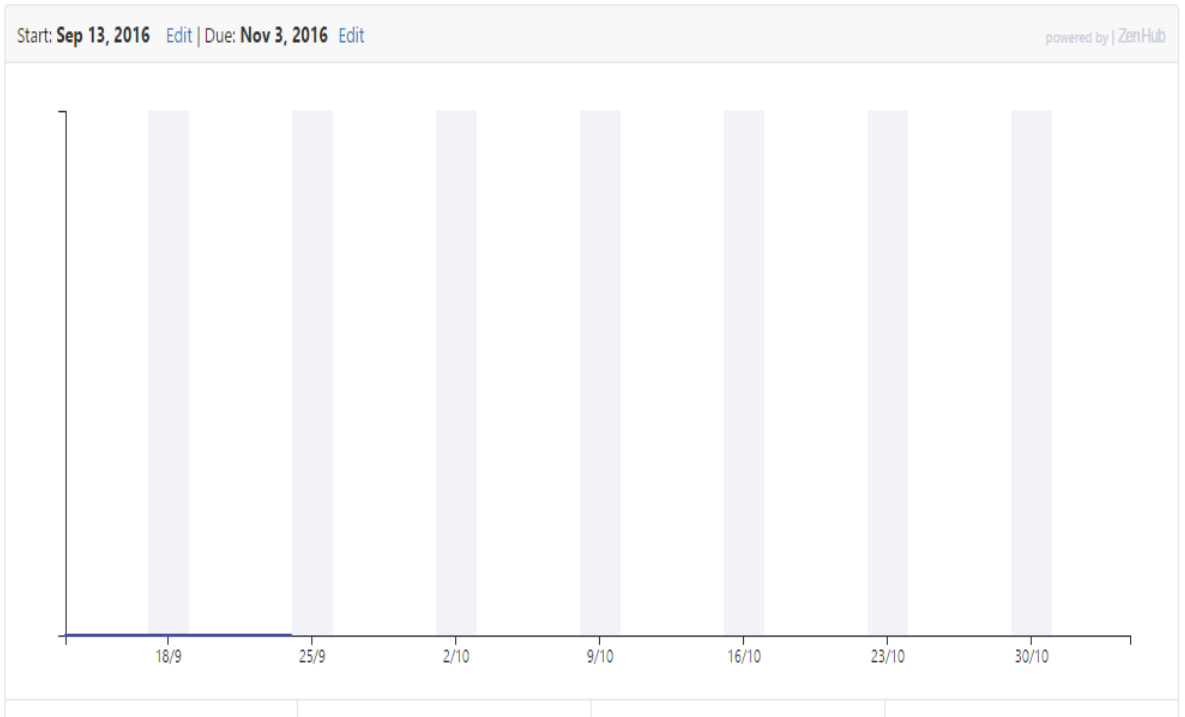
PROJECT PLAN (USING ZENHUB TOOL)

1) Milestones and Project Timelines

| <div> <div> <div>🚩</div> <div>4 Open</div> </div> <div> <div>✓</div> <div>0 Closed</div> </div> </div> <div>Sort ▼</div> | |
|--|--|
| <div>Plan and Increment 1</div> <div> <div>📅</div> <div>Due by September 23, 2016</div> <div>🕒</div> <div>Last updated 31 minutes ago</div> </div> <div>This milestone includes Revised project proposal, Project Plan and First Increment report</div> | <div> <div></div> <div>100% complete</div> <div>0 open</div> <div>11 closed</div> </div> <div> <a>Edit <a>Close <a>Delete </div> |
| <div>Plan and Increment 2</div> <div> <div>📅</div> <div>Due by October 13, 2016</div> <div>🕒</div> <div>Last updated 9 minutes ago</div> </div> <div>In this increment we will add more functionalities to play mode based upon complexity user wants.</div> | <div> <div></div> <div>0% complete</div> <div>8 open</div> <div>0 closed</div> </div> <div> <a>Edit <a>Close <a>Delete </div> |
| <div>Plan and Increment 3</div> <div> <div>📅</div> <div>Due by November 4, 2016</div> <div>🕒</div> <div>Last updated 12 minutes ago</div> </div> | <div> <div></div> <div>0% complete</div> <div>8 open</div> <div>0 closed</div> </div> <div> <a>Edit <a>Close <a>Delete </div> |
| <div>Plan and Increment 4</div> <div> <div>📅</div> <div>Due by December 2, 2016</div> <div>🕒</div> <div>Last updated 5 minutes ago</div> </div> | <div> <div></div> <div>0% complete</div> <div>5 open</div> <div>0 closed</div> </div> <div> <a>Edit <a>Close <a>Delete </div> |

2) Burndown Chart





FIRST INCREMENT REPORT

In this increment we have created the complete architecture of the project. We have created the following pages of the project and module:

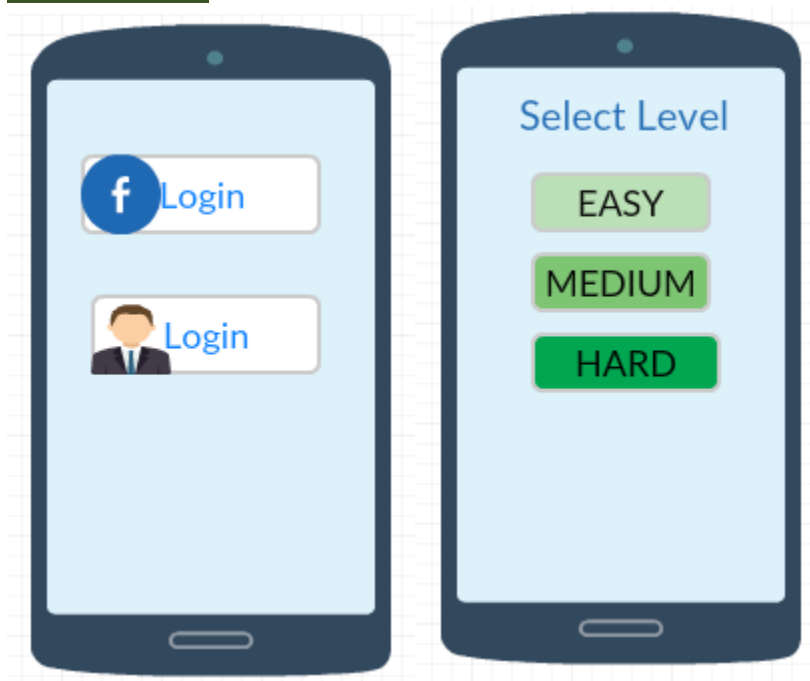
| Module Name | Module Desc. | Assignee |
|--------------------|--|------------|
| Login Module | This module will let user login as guest or with Facebook. | Rashmi |
| Play Mode Module | It will let user select the level at which they want to play like as an expert or intermediate or beginners. | Ankita |
| Play Screen module | This is initial play screen where single bubble will move around the screen. As soon as user tap on bubble, it will burst out. | Manasa |
| Score Module | It will show the total score details for any user. | Sai Jyothi |

☐ Existing Services/REST API

Facebook Login API for Social Login in Login Module.

☐ Detail Design of Features (using tools)

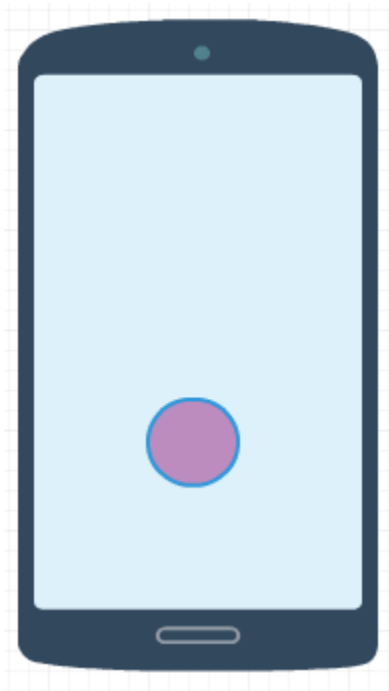
WireFrames



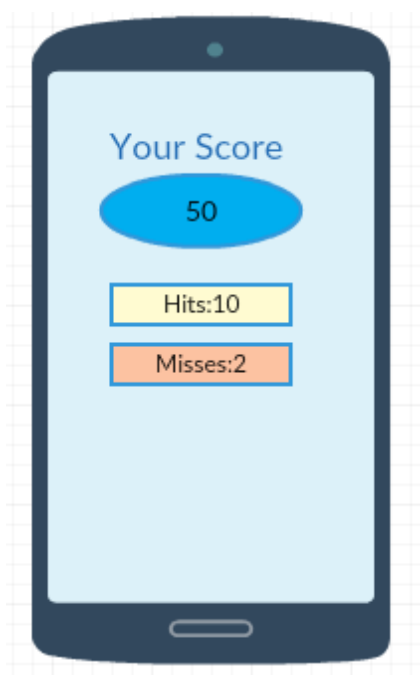
Login Page

Level Page

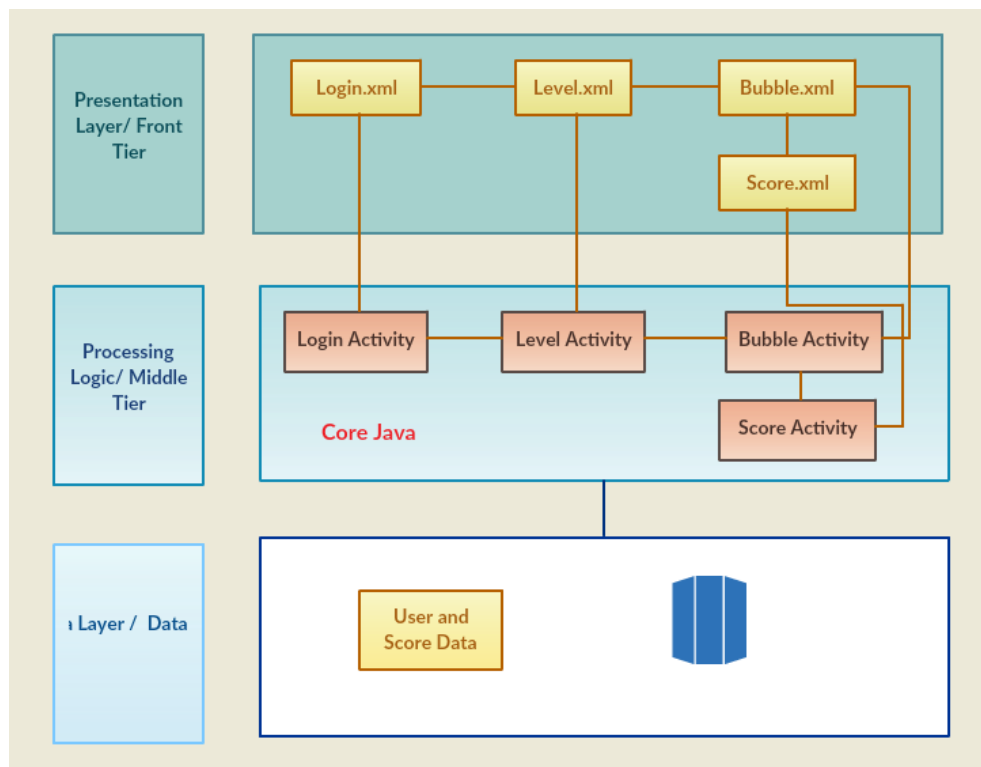
Bubble Page



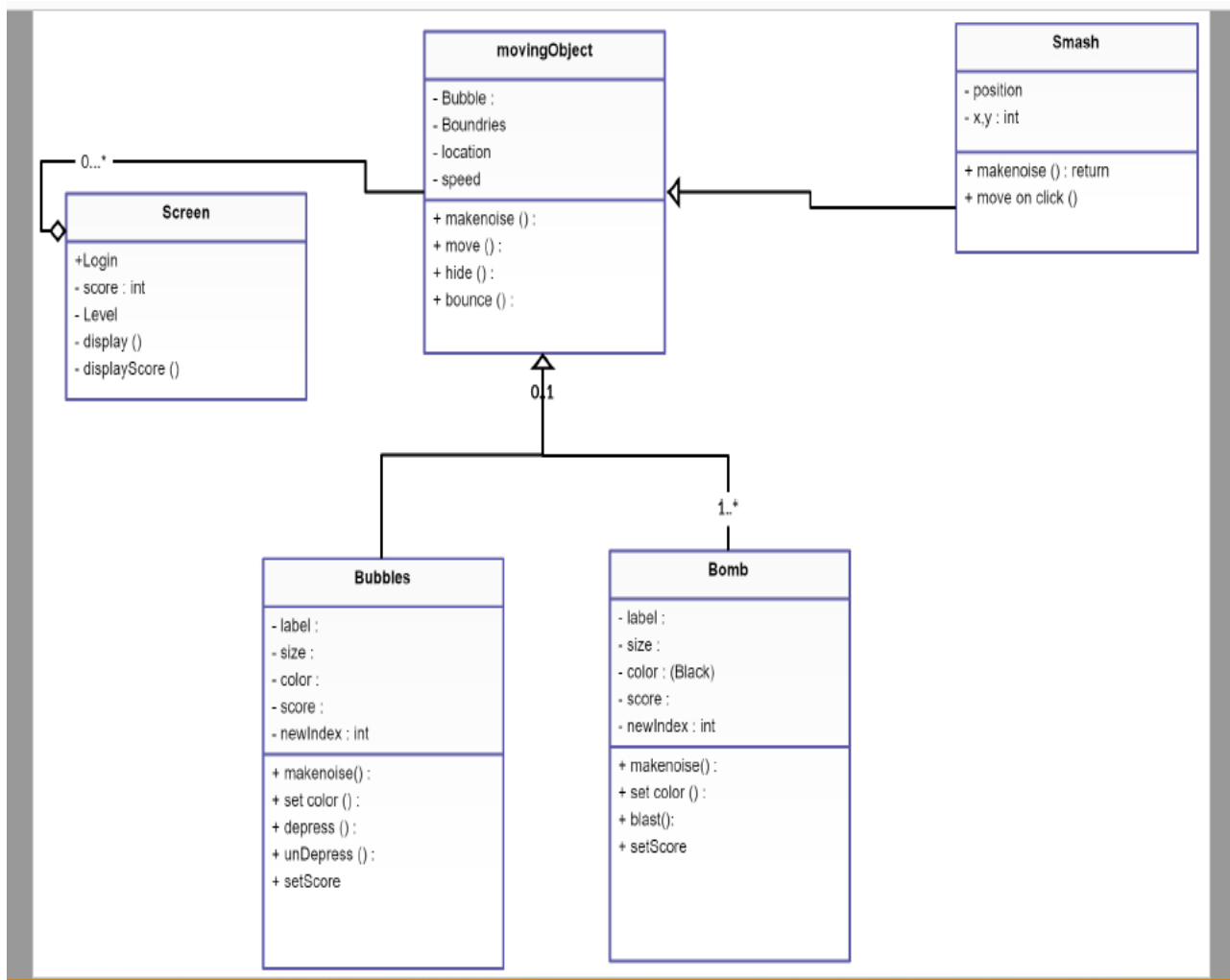
Score Page



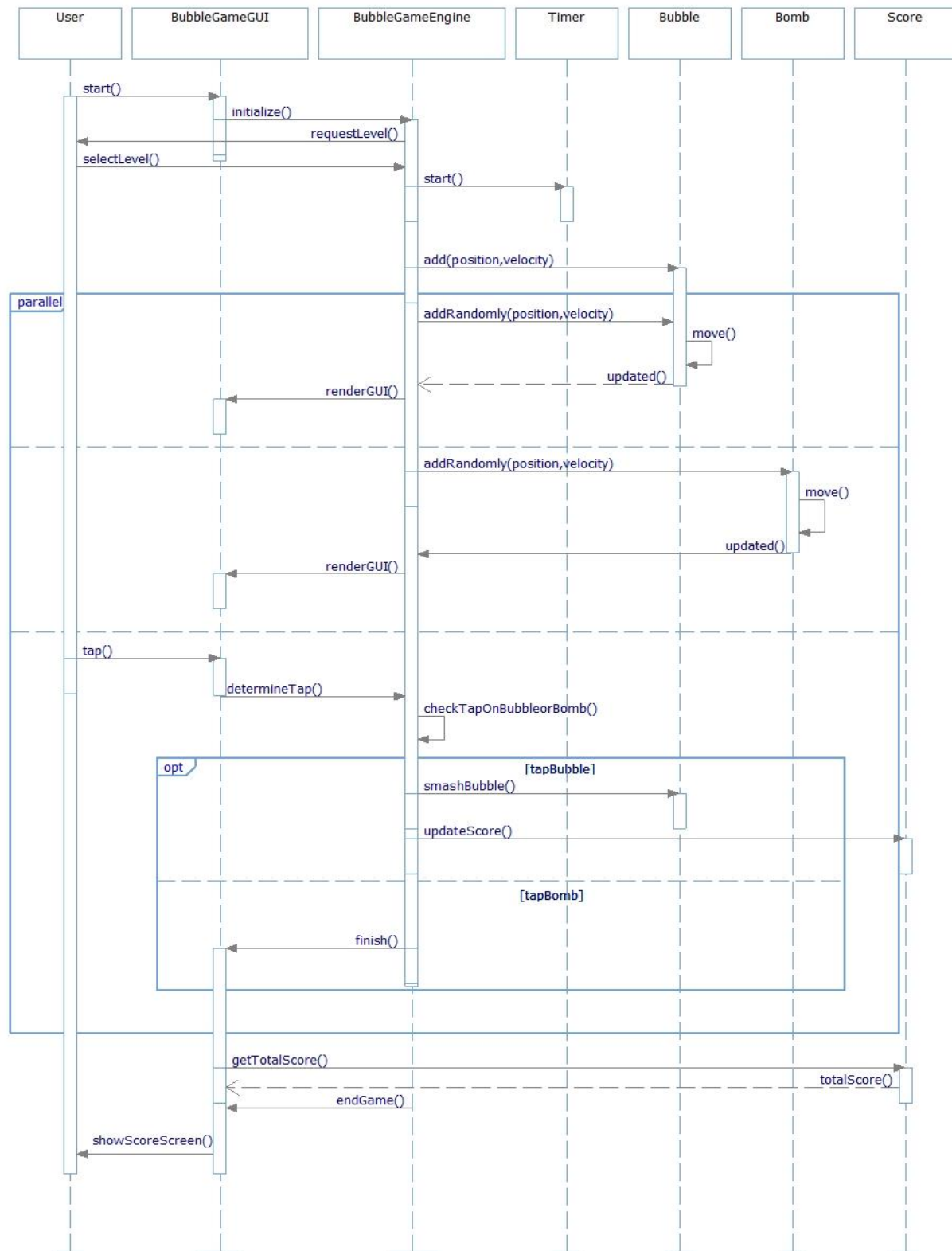
Architecture Diagram:



Class diagram:



Sequence diagram



Implementation and Deployment

We can find source code at github at following url:

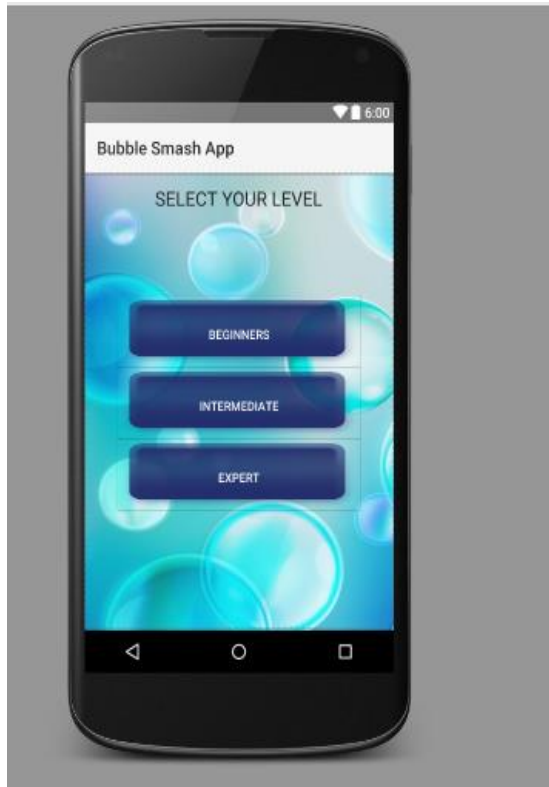
<https://github.com/ManasaReddyThipparthi/ASE-Project/wiki>

Snapshots after deployment are :

Login :



Level Page:



Play Screen page:



Score Page:



Project Management:

- Work completed:

2 Open

9 Closed

Author

Labels

Milestones

Assignee

Sort

Create Login Layout for guest and facebook

enhancement

3

#12 by rashmitripathi was closed 2 hours ago

Plan and Increment 1

1

Project Increment 1 report

2

#11 by rashmitripathi was closed 20 minutes ago

Plan and Increment 1

Architecture Diagram

enhancement

2

#10 by ManasaReddyThipparthi was closed 2 hours ago

Plan and Increment 1

Bubble Page

enhancement

8

#8 by ManasaReddyThipparthi was closed 2 hours ago

Plan and Increment 1

Game Levels Page

enhancement

5

#7 by ManasaReddyThipparthi was closed 2 hours ago

Plan and Increment 1

Project Plan Document

enhancement

2

#4 by ManasaReddyThipparthi was closed 2 hours ago

Plan and Increment 1

Creating Social Login to App using facebook

enhancement

8

#3 by ManasaReddyThipparthi was closed 2 hours ago

Plan and Increment 1

2

UML Sequence Diagram

enhancement

3

#2 by ManasaReddyThipparthi was closed an hour ago

Plan and Increment 1

1

UML Class Diagram

enhancement

3

#1 by ManasaReddyThipparthi was closed 2 hours ago

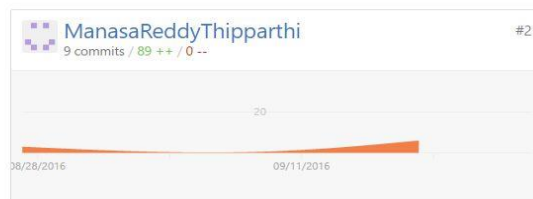
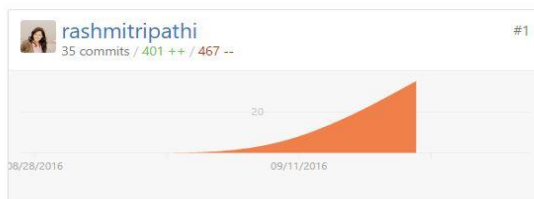
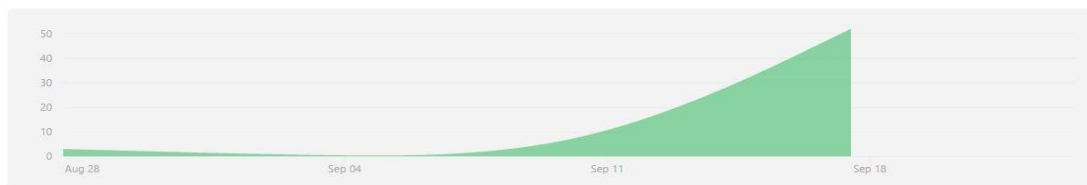
Plan and Increment 1

Contributors Traffic Commits Code frequency Punch card Network Members

Aug 28, 2016 – Sep 24, 2016

Contributions to master, excluding merge commits

Contributions: Commits ▾



- Work to be completed

No open issues in Increment 1

- Issues/Concerns

Need multithreading approach for game development. Hence need to learn on that.

Bibliography

"Android App Development For Beginners - 49 - Saving Data With Sqlite". *YouTube*. N.p., 2015. Web. 13 Sept. 2015.

"Android Threads And Thread Handlers - An Android Studio Tutorial - Techotopia". *Techotopia.com*. N.p., 2015. Web. 12 Sept. 2015.