

Kyle Walt
Blaine Borchardt

BKB game developers
Group Homework 4

GROUP

TASKS

name : **Main Menu Design**

Description: This task will be the overall screen design for our game when you first enter. Create the Main menu with buttons leading to the game, settings, and manual, (Part of the designing and development high level tasks).

Expected time to complete: 3/1/21 - 3/5/21

Responsible (Bomin):

name : **Piece Functionality**

Description: Each piece has its own individual functionality, Create different pieces that change formation (part of the design and development high level tasks).

Expected time to complete: 3/8/21 - 3/12/21

Responsible (Kyle):

name : **Choose Legacy**

Description: Create button that changes game mode into the original tetris, without any of the added effects/pieces (part of the design and development high level tasks).

Expected time to complete: 3/15/21 - 3/19/21

Responsible (Blaine):

name : **Manual**

Description: Create a section that explains what type of new pieces we have, and keybind explanations (part of the design and development high level tasks).

Expected time to complete: 3/22/21 - 3/30/21

Responsible (Kyle):

name : **Keybinding Functionality**

Description: Create specific keybinds for dropping pieces instantly, holding shapes, and spinning pieces (part of the design and development high level tasks).

Expected time to complete: 3/31/21 - 4/12/21

Responsible (Bomin):

name : **General Project Proposal**

Description: Brainstorm ideas on overall what needs to be done, any possible problems that may come up, etc.. (part of the planning high level task).

Expected time to complete: 2/1/21 - 2/11/21

Responsible (Blaine):

name : **Developmental Planning**

Description: Brainstorm ideas for what interactive features we would create for the actual game itself (part of the planning high level task).

Expected time to complete: 2/12/21 - 2/18/21

Responsible (Bomin):

name : **User Interface Specifics**

Description: Brainstorm ideas on what features we add into our GUI (part of the planning high level task).

Expected time to complete: 2/19/21

Responsible (Kyle):