# ADM Final Work Plan

## APP -TITLE

Mazelerometer (Maze and accelerometer)

Summary:

It is a maze game.

You need to find exit of the maze and lead ball there.

When game is launched you can see maze map, which is in upper right corner of the screen, but it will disappear soon.

There is a button which can show you a map, but for short time and only several times.

Your goal and ball will be always highlighted on the map.

The sooner you finish the better.

## Objectives

Player must lead ball to the exit of maze.

Ball is moving by accelerometer.

There is a map of maze but it is hidden.

User can look at map several times, but for limited time.

## TASKS

|  |  |  |  |
| --- | --- | --- | --- |
| **Tasks** | Responsibilities | Time | Resources |
| **1** | Draw GUI | 3 h. |  |
| **2** | Create maze | 3 h. |  |
| **3** | Draw maze map | 6 h. | Box2D objects |
| **4** | Draw main / map ball | 2 h. |  |
| **5** | Move ball | 2 h. | Ketai Accelerometer |
| **6** | Move ball accordingly to maze | 6 h. | Box2D collisions |
| **7** | Handle GUI elements | 3 h. |  |
| **8** | Hide map | 6 h. |  |
| **9** |  |  |  |
| **10** |  |  |  |

## Process and Feedback