

ICS261: SSAD & Project

Team number	16
Project Title	Tengram Puzzle Game
Document	Project Plan
Creation date	29th August 2015
Created By	Raghuram Vadapalli Venkat Vishal Batchu Nikhil Tadigoppula Syamantak Das
Client	Abhinav Pachauri Playzio

Brief problem statement

Tangram Block Puzzle is an android game currently under development by the Playzio Team. Our objective is to implement additional features and functionality to this game such as more levels, multiplayer mode, Facebook integration, etc.

Currently the game supports basic functionality and we can use all 6 modes of the game which have a few levels each.

Modes:

- Classic-One drop zone and One pickup zone
- Trick-Additional Blocks are present
- Double-Two drop zones and One pickup zone

Team Members

- Raghuram Vadapalli
- Venkat Vishal Batchu
- Nikhil Tadigoppula
- Syamantak Das

Team Communication

The team intends to meet up at the Playzio office on Wednesdays and Saturdays, after learning the languages required. We also plan to use Slack as our main communication tool.

Development Environment

- ★ *Operating System* - Windows
- ★ *Language* - Cocos JS
- ★ *IDE* - Cocos Code IDE, Android Studio
- ★ *Collaboration Tool* - Trello
- ★ *Chat* - Slack
- ★ *Version Control* - Github

Milestone Schedule

Requirements have been provided by the client. Currently in the process of learning Cocos JS. Milestones will be updated when we are in a position to plan.

Milestone	Due Date	Release	Deliverable?
Design Phase 1 (Main Game Class Diagrams)	Sep 30th	No	No
Design Phase 2 (Other Class Diagrams)	Oct 15th	No	No
Design Phase 3 (Integration)	Oct 20th	No	Yes
Implementation Phase 1	Oct 30th	No	Yes
Implementation Phase 2	Nov 30th	No	Yes
Deployment Phase 1	Dec 10th	Yes	No
Deployment Phase 2	Dec 15th	Yes	No