Team 42

Projected Timeline:

11/10/15 – Plan the work of the project and assign roles

12/06/15 – finish the programming work for the app

12/08/15 – finish no-programming work for the app

12/10/15 – turn in the app

Actual Timeline:

11/10/15 – first meeting to determine the theme of the app: originally, the app was a game of a skier going down the mountain avoiding rocks and snow balls.

11/26/15 – meeting to assign roles to work on the app when returned from break

11/30/15 – initial work of the back-end code, starting to re-work the idea of what the game is

12/01/15 – new idea: objects falling down you must collect

12/03/15 – first version done of the app, called hungry hippo

12/05/15 – finalization of the app and the documents

12/06/15 -

Objectives 1-5 respectively:

To complete:

* Create objects for player character, and falling objects
* Menu state, game state, end game state: states to go between with buttons
* Functions to create falling objects at random locations at the top of the screen
* Storing, saving, and retrieving high scores
* Response from touch and dragging finger on screen

Completed On:

* 1, 3, 5 completed on 12/01/15
* 2 completed on 12/03/15
* 4 completed on 12/06/15