|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Improvements | Actions | Developer | Start Date | Goal Date | % Progress | Observations |
| Develop Monitoring Plan | It is necessary to develop and update the Monitoring Plan according to the project specifications. | Pablo | April 5 | April 11 |  | It can not be specified a progress as tasks might come throughout the development. |
| Documentation | Write documentation for the project:   * Group description. * Carried out processes. * Development perspective. * … | Pablo | April 10 | April 11 |  |  |
| Game Modes | Specify game behavior depending on the game mode selected by the user:   * Level 1. * … * Level 4. | David | April 9 | April 10 | 100% | Each level has its own specifications. |
| Movement Implementation | Give the user the opportunity to choose the direction in which the board is going to be moved.   * Up. * Down. * Right. * Left. |  |  |  |  |  |
| Automated Movement Implementation | Automated movement. |  |  |  |  |  |
| Tile Count | Count the number of tiles in the board. |  |  |  |  |  |
| Movement Restriction | In case a movement is not possible it shall be specified on screen the following message:  “Impossible Direction” |  |  |  |  |  |
| Tiles Collision | When two same-valued tiles collide, their value shall be added into one single tile. |  |  |  |  | Tiles that have been added can not be used for another merge in the same movement. |
| Points Count | At the end of the program the total score has to be printed for the user to see. |  |  |  |  |  |
| Live System | Each time the user loses a live, its total lives shall be decreased by one unit. |  |  |  |  | Three (3) lives in total. |
| Coloring | The board is going to be colored depending on the value of each individual tile. | David | April 7 | April 8 | 100% |  |
| Pixel Art | Decoration used in:   * Lives. * Title. * Board. | David | April 6 | April 7 | 100% |  |