COMPX202 Assignment8 Documentations

**Authors**

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**Project Name**

Rolling Ball

**Software Methodology**

Iterative and incremental approach

**Backlogs**

|  |  |  |  |
| --- | --- | --- | --- |
| Task ID | Description | Author | ETA |
|  | App Icon Design | H | 2 hrs |
|  | Project Icon setting | J | 15 mins |
|  | Define functions in welcome screen | J | 30 mins |
|  | Wireframe design of welcome screen | J | 30 mins |
|  | Define icons & color for welcome screen | H | 15 mins |
|  | Layout the welcome screen with XML | H | 30 mins |
|  | Define functions in game screen | J | 30 mins |
|  | Define obstacles | H | 30 mins |
|  | Define targets | H | 30 mins |
|  | Define ball movement | J | 30 mins |
|  | Define how to calculate score | J | 30 mins |
|  | Wireframe design of game screen | J | 30 mins |
|  | Define icons & color for game screen | H | 15 mins |
|  | Layout the game screen with canvas | H | 1.5 hrs |
|  | Implement ball movement | J | 5 hrs |
|  | Test ball movement | H | 2 hrs |
|  | Implement obstacle effect | J | 5 hrs |
|  | Test obstacle effect | H | 2 hrs |
|  | Implement score system | J | 3 hrs |
|  | Test score system | H | 2 hrs |
|  | Define functions in score screen | J | 15 mins |
|  | Wireframe design of score screen | J | 30 mins |
|  | Define icons & color for score screen | H | 15 mins |
|  | Display pseudo data in score screen | J | 1 hrs |
|  | Use flow in home screen | H | 1 hrs |
|  | Use flow in game screen | J | 3 hrs |
|  | Use flow in score screen | J | 1 hrs |
|  | Test Use flow between screens | H | 2 hrs |
|  | Transfer data from home to game | J | 1 hrs |
|  | Transfer data from game to score | J | 2 hrs |
|  | Display Top 5 in score screen | J | 2 hrs |
|  | Test Top 5 in score screen | H | 1 hrs |
|  | Test the whole game | H | 5 hrs |

**Recordings**

Task 1: Designing an icon

**ETA**: 2hrs, **Actual**: 1h

My inspiration comes from the elastic ball. When it falls, it's very fast. I use the half-moon shape to show the speed when the elastic ball falls. The gray shadow of the ground also reflects the moment when the elastic ball falls. The main color I choose is green. Here are two different design schemes. After thinking, I chose the second logo of our app.



#128A43 #FFFFFF #9E9D9E

Task 2 : Project Icon setting

**ETA**: 15mins, **Actual**: 5min

This stage not only set the app icon, also changed the app name to rolling ball.

Task 3

**ETA**: 30mins, **Actual**: xxx

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**References**