Xintong:

Milestones

1. Create dynamic clouds / content March 24,2015

- finished

1. Removing clouds when you fall March 24,2015

- finished

1. Different Controlling Mechanisms March 31,2015

- Tap instead of Swipe [ done ]

1. Changing the difficulty level
   1. **Making the clouds smaller as you go higher [done]**
   2. **Changing the stars [done]**

* *game was procedurally generated [done]*

*- added background and sound effects [done]*

1. Menu / Start Screen [done]

1. Finish Sound Effect [done] April 7,2015
2. Playstesting & Bugfixing April 14,2015
3. Analytics [done] April 14,2015
4. Finish (5). [done] April 14,2015
5. Powerups [done] April 14,2015
6. Facebook Integration [done with bugs] April 21,2015
7. Polishing the art April 21,2015
8. Tutorial April 28,2015
9. In app purchase bubble April 28,2015