Game Iteration Outline

Iteration 1 -

Setup files and folder (structure)

Copy files over

An altered avatar

A goal (target position, traverse a path, collect ‘stuff’, arrange/move ‘stuff’

Opposition (ONE OF: barriers, obstacles, dangerous objects, moving objects, following objects, traps)

Class Diagram

Iteration 2 -

4 way movement driven by the arrow keys

Fits on the screen of a standard and common mobile device

Uses coloured blocks as images

Plays in less than 180 seconds

Not be offensive!

Sound

Iteration 3 -

Lives

Background animation

A theme for the game relevant to the Christchurch rebuild. (a saying, a person, an identifiable place)

Uses images derived from the Christchurch Rebuild.

Iteration 4 -

Animated opposition

Character Animation

Opposition (TWO OF: barriers, obstacles, dangerous objects, moving objects,

Iteration 5 -

Opposition (MORE THAN THREE OF: barriers, obstacles, dangerous objects, moving objects, following objects, traps)

Introductory screen/animation

Iteration 6 -

Animated opposition

Final Boss

--Finishing Touches---

FINAL GAME SHOULD LOOK LIKE----

