

**January 31, 2014**

**By:**

**Niklas Werner**

**Jay Joshi**

**Nourelhoda Nohamed Hemida** Lameghafor:itecture.ure. with a

**Srikanth Lam**

**Efe Abegha**

**Concept**

Our game is a single player puzzle game.

The game is developed using loose couple architecture. The player has to direct the ball by manipulating objects such that it reaches the goal. The challenge here comes when the player has to build something effective with limited resources; he has to apply his skills for building an effective path.

**Contributions**

**Niklas Werner**

**Role: Main Programmer**

* Implemented everything except the MySound class.
* Screens
* Items
* Setup (sound, graphics)
* Selecting/placing
* Animations
* Box2d Physics engine
* Bounding boxes
* Mechanics of all items

**Jay Joshi**

**Role: Producer, Designer**

Designs for

* Buttons
* Screens
* Some items
* Animations

Ideas for the mechanics and the behavior of the game.

**Nourelhoda Nohamed Hemida**

**Role: Level designer, searching for sounds**

* Designed levels
* Collecting sounds

**Efe Abegha**

**Role: Programmer, Sound collecting and selecting**

* Implemented the sound class
* Collecting sounds
* Selecting sounds

**Srikanth Lam**

**Role: Main Level designer, designer**

* Designed levels
* Designs for sliders
* Designs for text fields
* Selected the fonts