aPlanking Feature List:

* Use real picture in the background.
* Use an animated character.
* Two game mode:
* Game mode 1:
  + Move the character on top of the pivot, if the character can stay for more than 30 seconds without dropping, you win.

**30s**

* + Game play operation: press and hold on the screen to see the shadow character, release to have the character starts walking to the pivot and lie down. (press location = head position)
* Game mode 2: (lower priority, finish Game mode 1 first. May cut this.)
  + Move the character on top of all pivots, and make sure it is level with what the “Level bar” is asking for.
  + Game play operation is the same as game mode 1, press and hold to see shadow, release to start animated character.
  + Note: the character can have different shapes to make it more difficult.
* There will be different characters that have different weight distribution.
  + The weight distribution can be done 2 ways: (engineer can pick or design his own)
    - 1. Character is divided by a fix number of fix size invisible blocks. Each block has a percentage of the weight distribution. (eg. a 180cm tall or 100cm tall character all have same number of blocks, each block all have standard size. So for 100cm tall character, some blocks will have 0% weight)
    - 2. Character is divided by the fix number of invisible blocks. Each block has its weight distribution. (eg. a 180cm tall or 100cm tall character all have same number of blocks, but their block size is proportion to their height, so all blocks will have non-zero weight)
  + The number of invisible blocks is decided by the engineer. But we should keep it flexible. (eg. whether it is 8 or 12, it depends on the final game experience)
* Use accelerometer to keep the character balance if the weight distribution is not equal between the left and right side of the pivot.
  + The y angle of the accelerometer determines the change of the weight distribution, therefore to keep it balance.
  + The more imbalance between left and right side of the pivot, will make it rotate faster to the left or right.
* Character will slide and fall if the angle is too much to one size and the player is not tilting the phone fast enough.
* Support landscape mode only.
* Character has animation to walk to the pivot and lie down.
* All the variation of different levels can be changed in the config file:
  + Shape of the character
  + Height of the character
  + Weight distribution of the character
  + Different pivot shape
  + Position of the pivot
  + Number of pivots
* The game play need to have the basic control:
  + Pause/resume game
  + Level selection (unlock only if the previous one finish)
  + Reply button on the paused screen.
* Allow designer to change the config file to add new levels.
* There should be a scoring page (pass or fail) at the end of the level.
  + In the failure page, show one screen shot of when the character is about to fall down.