Ball on a Ramp Development Pipeline  
A No Sleep Production

Sprint One:

* Intractable Tiles
* Tile Generator
* Player/Sphere, Input
* Collision, Destroy Player, Loss Condition
* Develop a Scoring Method
* Idea for a Reward System

Sprint Two:

* UI, Main Menu, Pause Screen
* Implemented Score
* Storing Player Data
* Available Test Items, Purchasing Storage, Store-like Interface
* Tile Content Variation (10 types or more)
* Testable Alpha for Mobile

Sprint Three:

* What Items are in the Reward Scheme
* Tutorials, All of ‘Em
* Polish, Textures, Visual Effects, SFX, Audio
* As Many Tile Variations as Possible
* Different Modes (3 Basic Playable Modes)
* Localization System
* Testable Beta Release

Sprint Four:

* Balancing, User Feedback, Bug Reports
* 3 Fully Functioning Game Modes (perhaps more differentiation between them)
* Fully Fleshed Out Psychologically Intrusive Rewards Scheme
* Ensure Best Possible Release Times and Conditions
* First Release on Google Play Store