**Requirements: Team 6 (Flip Diving for Android)**

**Retained features from original game:**

The character will dive from elevations (cliffs, trees, etc.)

* On the first screen press, the player can choose the angle of dive. In order to dive in the desired angle, the player will have to release his finger.
* While in air, the player will have to tap on the screen in order to flip. A long screen press will lead to continuous flips.
* For a successful dive –
  + He should tuck at least once before landing in water.
  + He should not be in a tucking position while landing.
  + He should neither land on his belly (*Bellyflop*) nor on his back (*Backflop).*
  + He should only land in the given landing area.
* The diver can have same discrete heights for diving. Normally there are 3 to 4 heights included in the original game.
* The diver can collect coins in the air while diving into the water and this gets added to the coin count.
* The obstacles in the game such as gradually decreasing landing distance, getting hit while jumping will be retained.

**Dropped features**

* In-game advertisements disturbing the gameplay will be dropped.
* Social media links used for sharing the gameplay would not be included.
* Spinning the wheel to unlock new dives and characters will be replaced by adding levels/stages to the game.
* Video recording of the gameplay will not be included.

**Added features**

* ***Level ups:*** A chart will be displayed to the user where he will be shown all the levels, the levels he has completed and the ones remaining.
* ***Provide elixirs:*** Elixirs will be made available to the diver while diving.
  + With these elixirs, the diver will be able to dive from where he left off last i.e. from the last elevation he dove from instead of starting over from the lowest elevation.
  + Without these elixirs, the diver will have to start over and dive from the lowest elevation.
* ***Diving angles*:** A set of angles will be clearly displayed while diving.
* ***Adding obstacles:*** To increase the difficulty level, after higher levels are unlocked, the diver will have to face obstacles.

**Milestone 0:**

The character will dive from elevations (cliffs, trees, etc.)

* On the first screen press, the player can choose the angle of dive. In order to dive in the desired angle, the player will have to release his finger.
* While in air, the player will have to tap on the screen in order to flip. A long screen press will lead to continuous flips.
* For a successful dive –
* He should tuck at least once before landing in water.
* He should not be in a tucking position while landing.
* He should neither land on his belly (*Bellyflop*) nor on his back (*Backflop).*
* He should only land in the given landing area.
* The diver can have same discrete heights for diving. Normally there are 3 to 4 heights included in the original game.
* The diver can collect coins in the air while diving into the water and this gets added to the coin count.
* ***Diving angles*:** A set of angles will be clearly displayed while diving.

**Milestone 1:**

* ***Adding obstacles:*** To increase the difficulty level, after higher levels are unlocked, the diver will have to face obstacles.
* ***Level ups:*** A chart will be displayed to the user where he will be shown all the levels, the levels he has completed and the ones remaining.
* ***Provide elixirs:*** Elixirs will be made available to the diver while diving.
  + With these elixirs, the diver will be able to dive from where he left off last i.e. from the last elevation he dove from instead of starting over from the lowest elevation.
  + Without these elixirs, the diver will have to start over and dive from the lowest elevation.
* The obstacles in the game such as gradually decreasing landing distance, getting hit while jumping will be retained.