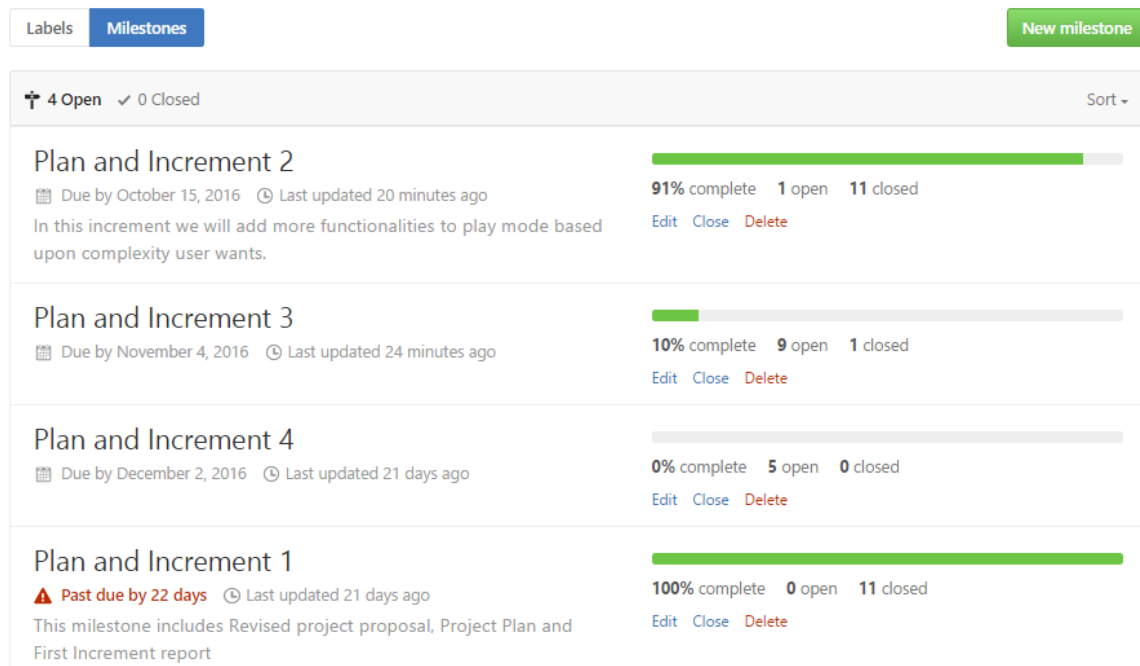


# BUBBLE SMASH GAME

## (Project Plan Increment - 2 (Team # 9))

### PROJECT PLAN (Using Zenhub Tool):

### Milestones and Project Timelines:



Burndown Chart:

Plan and Increment 2

In this increment we will add more functionalities to play mode based upon complexity user wants.

Labels

Hide Pull Requests

Burn Pipelines



9	9	12	10
Total Story Points	Completed Story Points	Total Issues	Unestimated Issues

Plan and Increment 2		
Repository	Issues	Story Points
ASE-BubbleSmash	#34 Increment-2 Documentation	Not estimated
ASE-BubbleSmash	#13 Add multiple Bubbles on Page Implementation	8
ASE-BubbleSmash	#5 Increment 1 Documentation	1
ASE-BubbleSmash	#39 Add Intermediate Level Deisgn	Not estimated
ASE-BubbleSmash	#38 Add Intermediate Level Deisgn	Not estimated
ASE-BubbleSmash	#37 Intermediate Level page	Not estimated
ASE-BubbleSmash	#36 Wireframes Increment-2	Not estimated
ASE-BubbleSmash	#35 EasyLevel Page	Not estimated
ASE-BubbleSmash	#18 Add Settings Page Design Testing	Not estimated
ASE-BubbleSmash	#17 Add Settings Page Implementation	Not estimated
ASE-BubbleSmash	#16 Add Settings Page Design	Not estimated
ASE-BubbleSmash	#14 Add Help Page Design	Not estimated

## **Report:**

In this increment we have implemented an application for bubble smash project. We have created following pages.

### **Login Page:**

The login page has 3 types of logins. One is Firebase login which is an ionic plugin which has an option to register with valid email id and can later login with the registered credentials. The other is through facebook login which is also an ionic plugin which helps to login to the app through facebook credentials. The third is through guest user login.

### **Registration Page:**

This page has an option to register to the firebase plugin by providing valid email address and password and it also has an option to choose a security question for security purposes.

### **Help Page:**

This page provides the user with the clues about how to play the game.

### **Setting page:**

This page provides the option to change settings while playing game. The available setting options are Listen Music, Set Volume, Mute, Unmute, Yourr Nickname, Any Suggestions.

### **Level Page:**

This page lists all the levels in the game there are 3 levels in the game they are Easy Intermediate, Difficult. By selecting each level it will navigate to the corresponding game level page.

### **Easy Level Page:**

This is the game page where a single bubble moves at a time from top to bottom when you tap on a bubble it will smash and the count gets incremented.

### **Intermediate Level Page:**

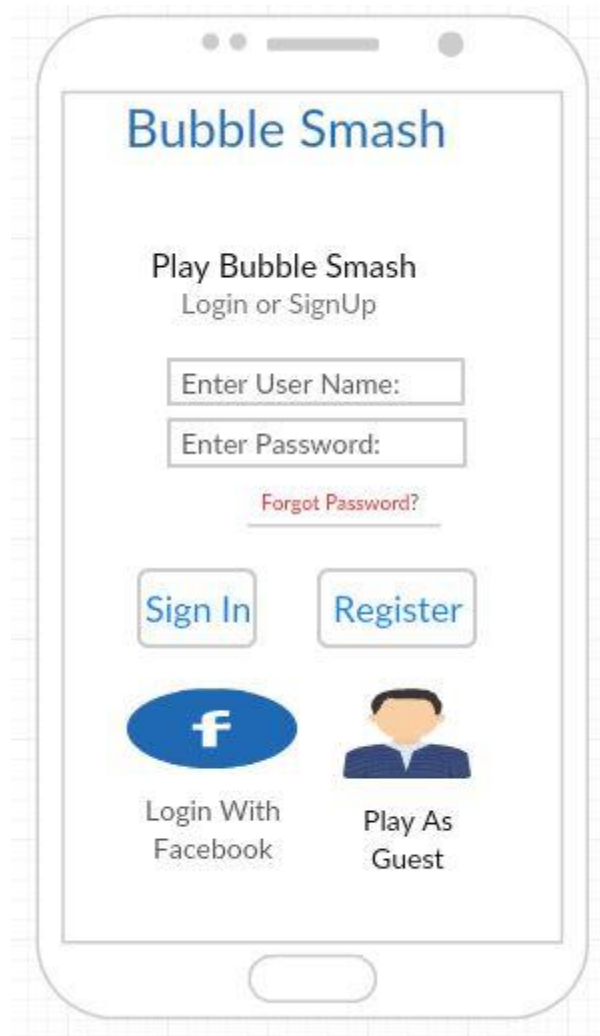
This page has multiple bubbles moving simultaneously with high speed tapping on bubbles the score gets recorded.

### **Score Page:**

This page displays the score once the game is done. It also gives the number of escaped bubbles. It has option to quit or go to the home page to replay.

## Wire Frames:

### Login Page:



## Register Page:

The image shows a wireframe of a mobile application's registration page. The screen is titled "Sign Up" in a large, blue font. Below the title is a subtitle "Please Sign Up.....". The form consists of several input fields: "Enter Name", "Example@gmail.com" (pre-filled), "Enter Password:", "Confirm Password", "Security" (a dropdown menu with a downward arrow), and "Security Answer...". At the bottom of the form is a blue "Register" button. The entire form is enclosed in a rounded rectangle, which is itself inside a larger rounded rectangle representing the phone's screen. The phone's status bar at the top shows three dots and a horizontal line, and the home button at the bottom is a simple oval shape.

Sign Up

Please Sign Up.....

Enter Name

Example@gmail.com

Enter Password:

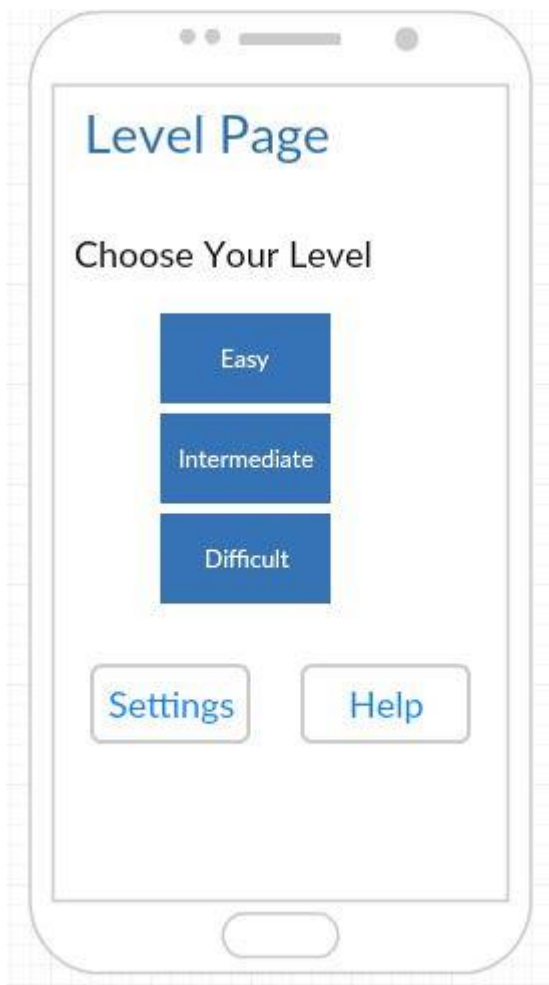
Confirm Password

Security ▼

Security Answer...

Register

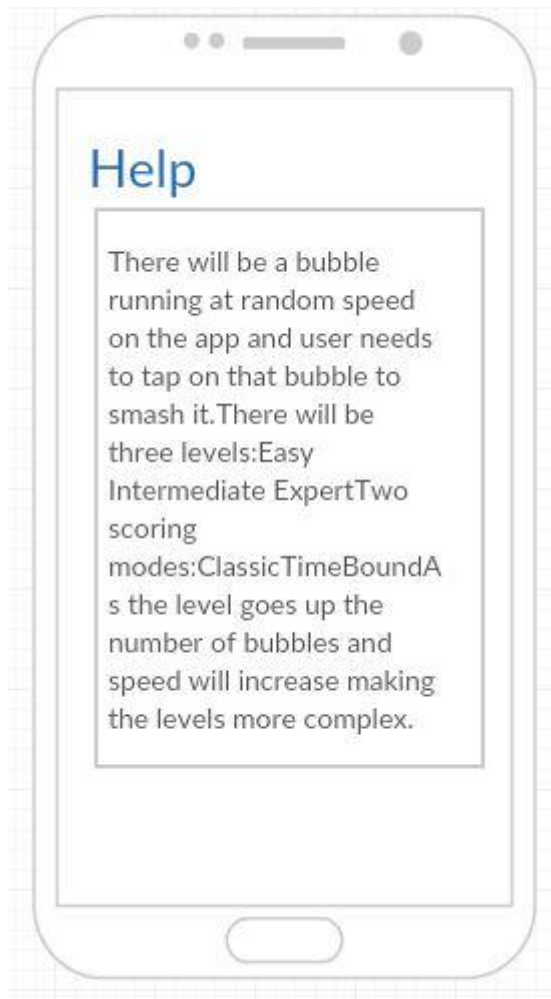
## Level Page:



## Settings Page:

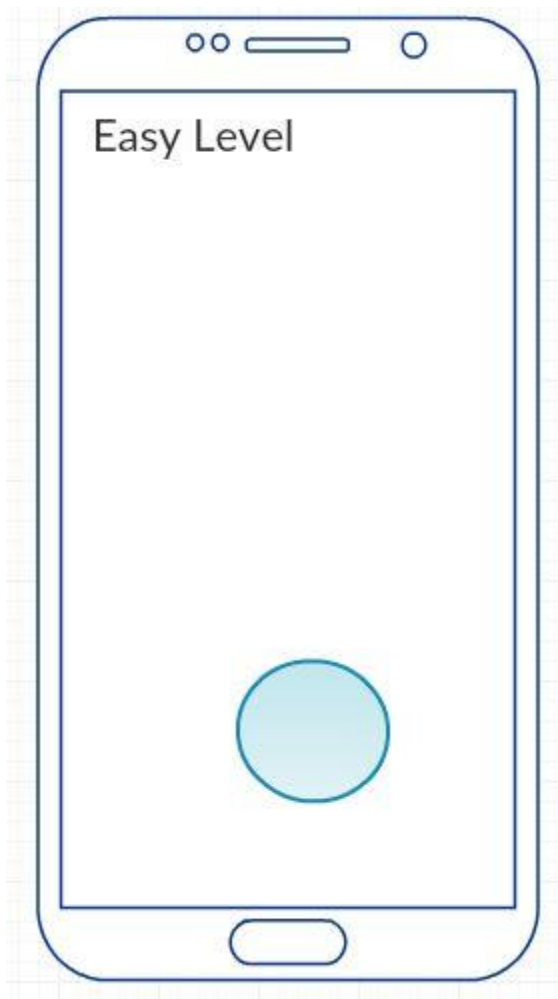


## Help Page:

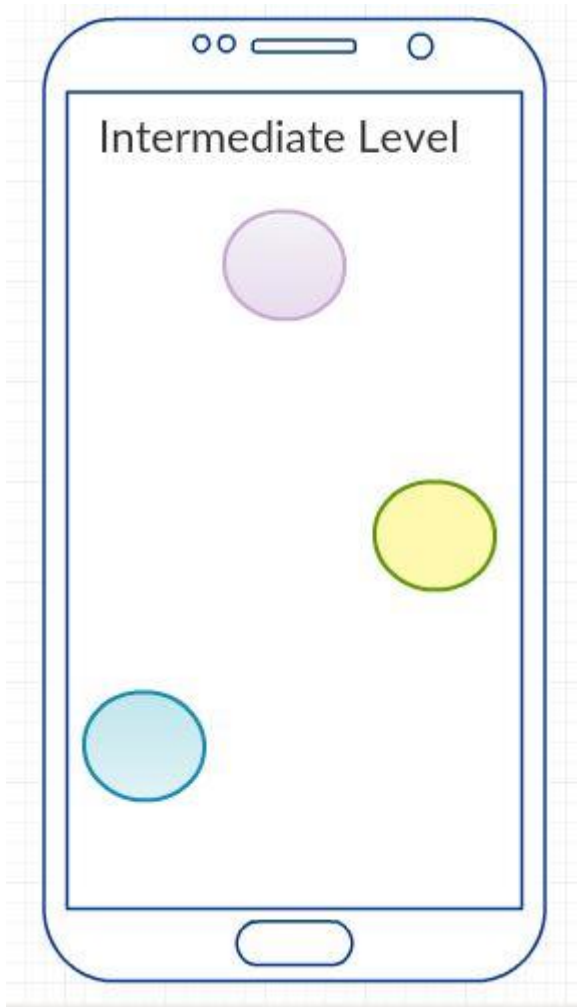




### Easy Level Page:



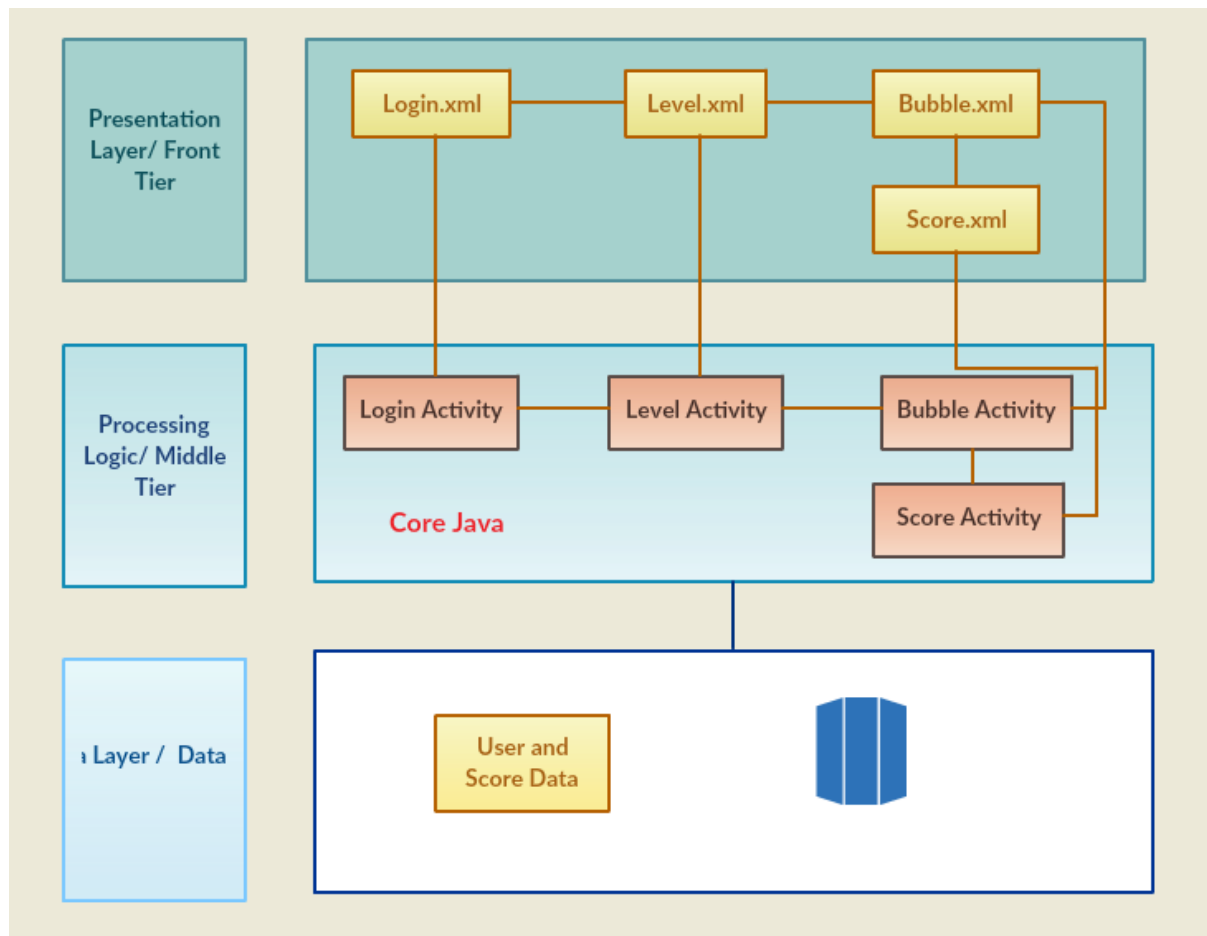
### Intermediate Level Page:



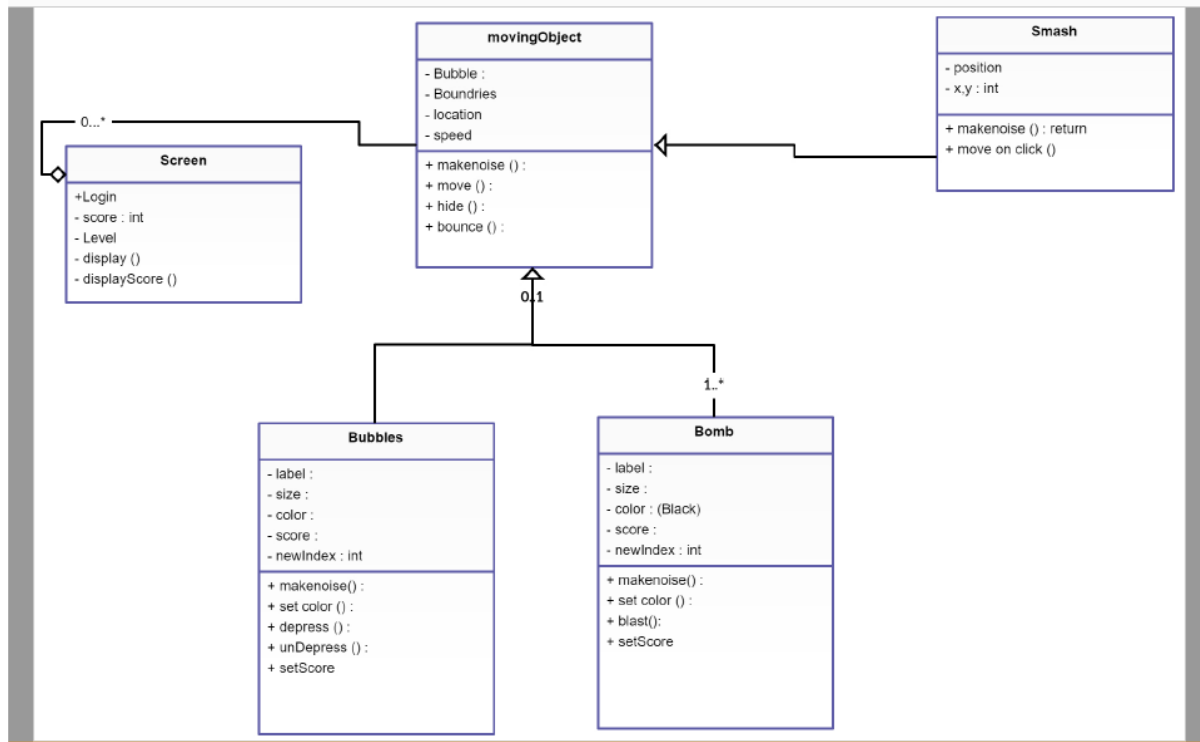
## Score Page:



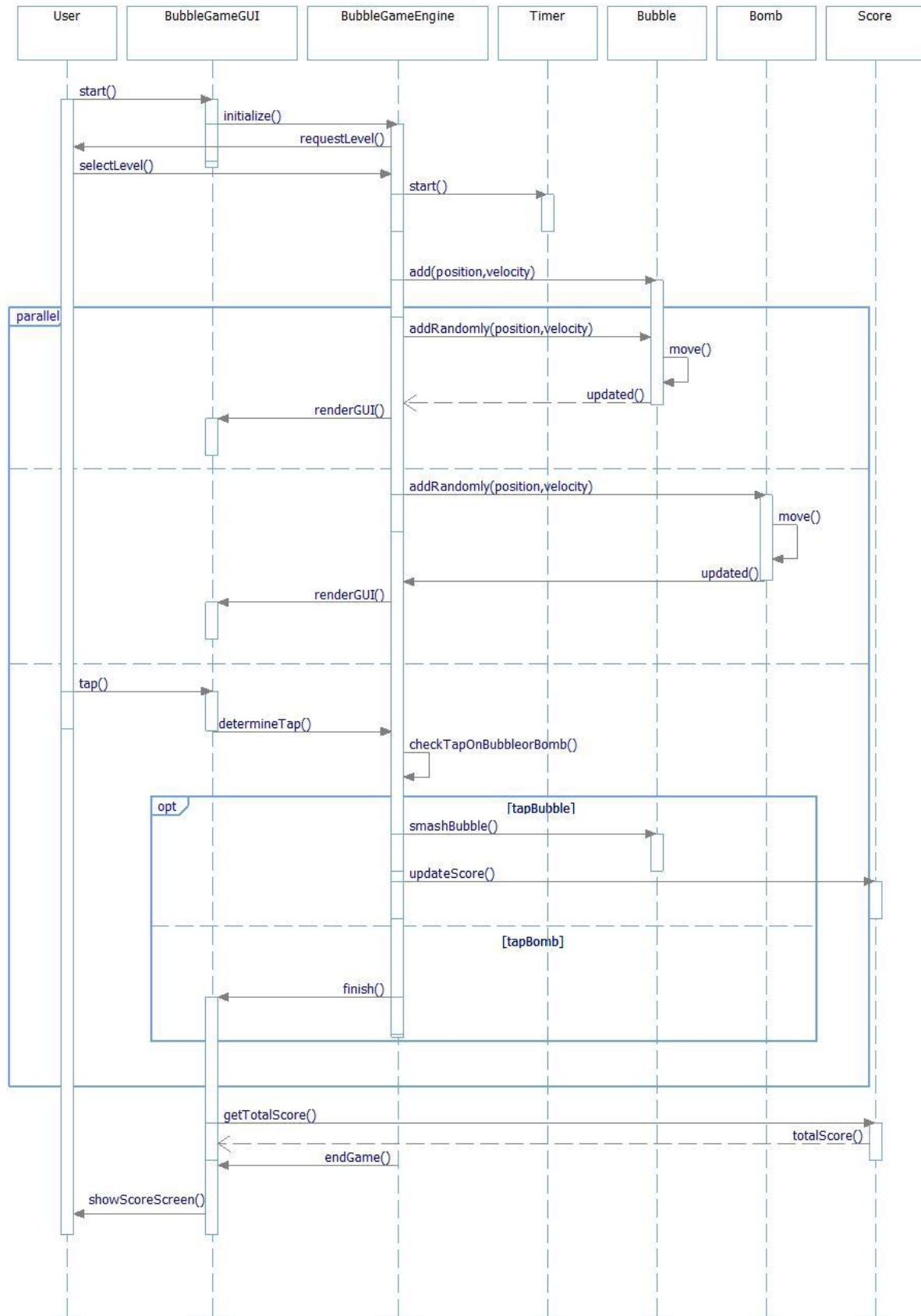
## Architecture Diagram:



## Class Diagram:



## Sequence Diagram:



## **Implementation:**

The source code is deployed in github in the following Url.

<https://github.com/ManasaReddyThipparthi/ASE-BubbleSmash/wiki/Increment-2>

## **Application Screenshots:**

**Login Page:**

## Bubble Smash

Play Bubble Smash

Login or Sign up

[Forgot password?](#)

Register

Sign In

Login with Facebook

Play as Guest





## Bubble Smash

Play Bubble Smash

Login or Sign up

rashmitri@gmail.com

.....

[Forgot password?](#)

Register

Sign In

Login with Facebook

Play as Guest

**Facebook Login Page:**

# facebook

You must log in first.



Get Facebook for Android and browse faster.

**Log In**

**Create New Account**

[Forgot Password?](#) · [Help Center](#)

English (US)  
Français (France)  
Português (Brasil)  
Italiano

Español  
中文(简体)  
Deutsch



**Register Page:**

← Signup

Please sign up.

Enter name

Enter username example@example.com

Enter Password

Confirm Password

Enter Security Question

Security Answer

<< Go Back

Register >>

**Level Page:**

## level page

Choose your level

Easy

Help

Intermediate

Settings

Difficult



**Help Page:**

## help page

### Help

“

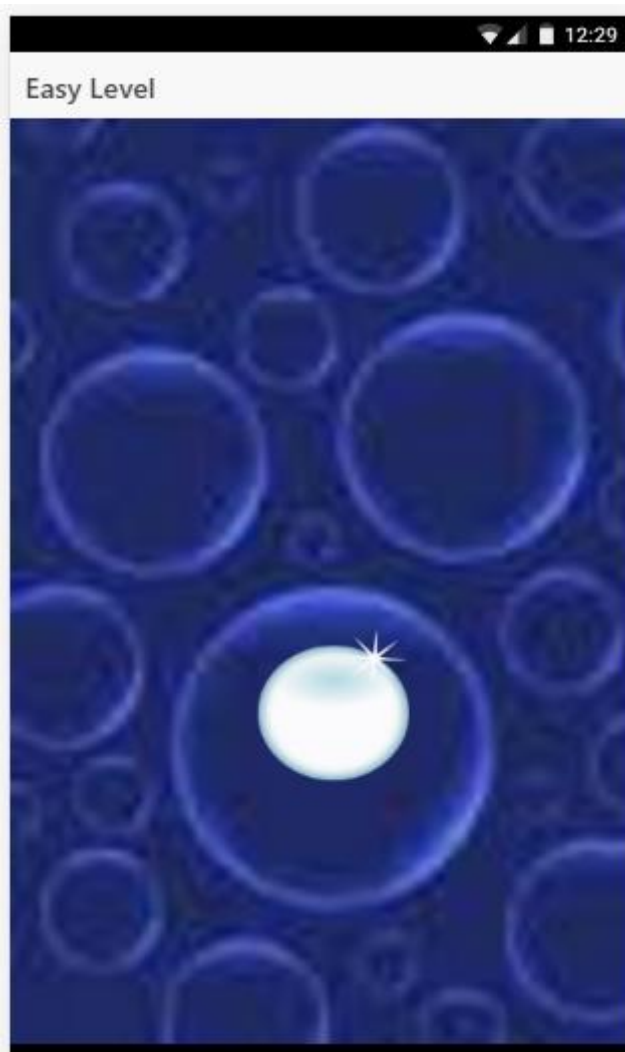
There will be a bubble running at random speed on the app and user needs to tap on that bubble to smash it. There will be three levels: Easy, Intermediate and Expert. Two scoring modes: Classic, Timebound, As the level goes up the number of bubbles and the speed will increase making the levels more complex. .

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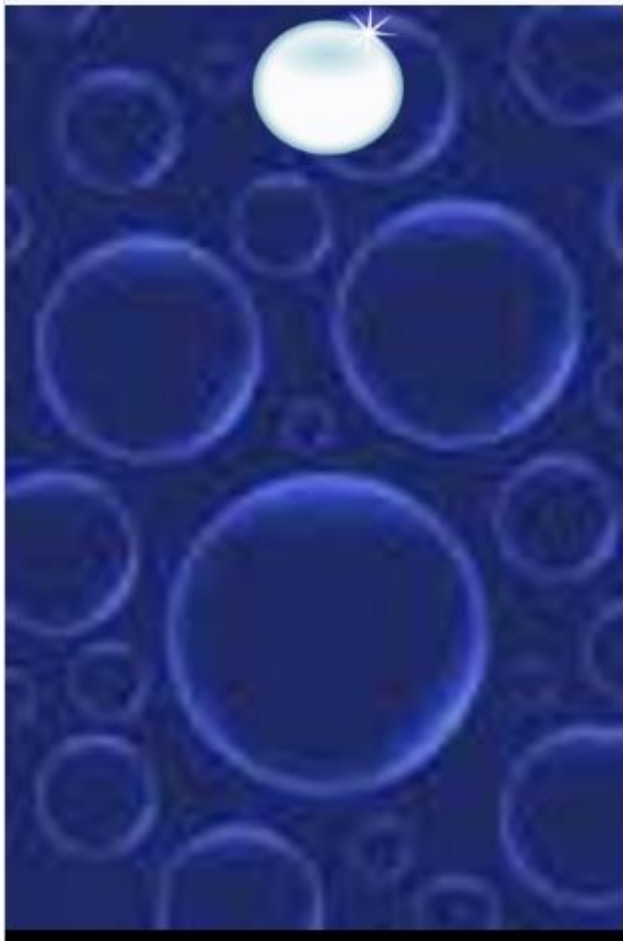
Team Bubble Smash



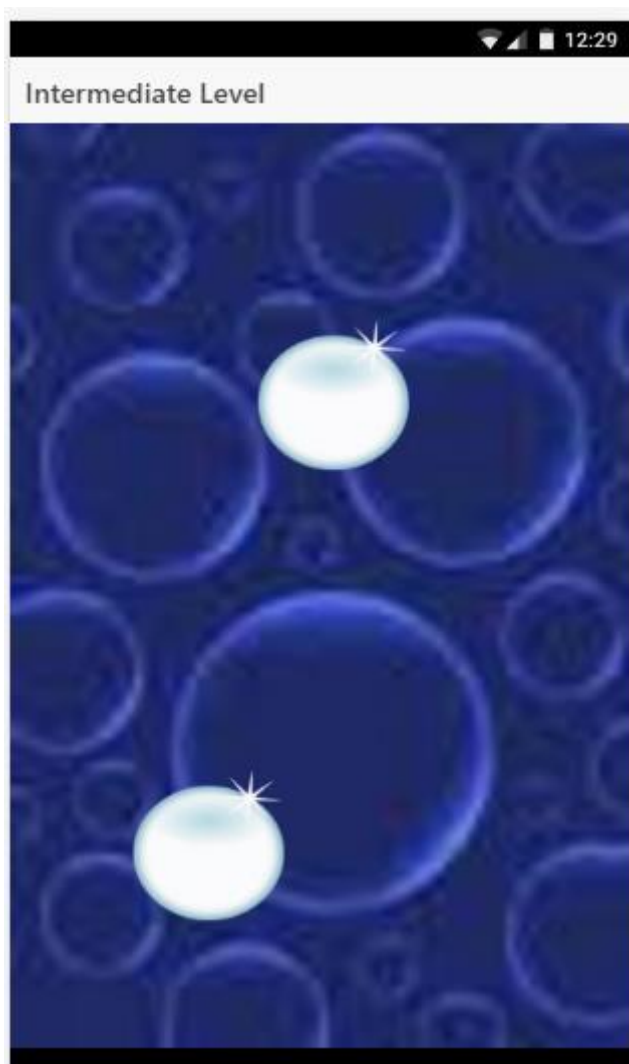
## Easy Level Page:



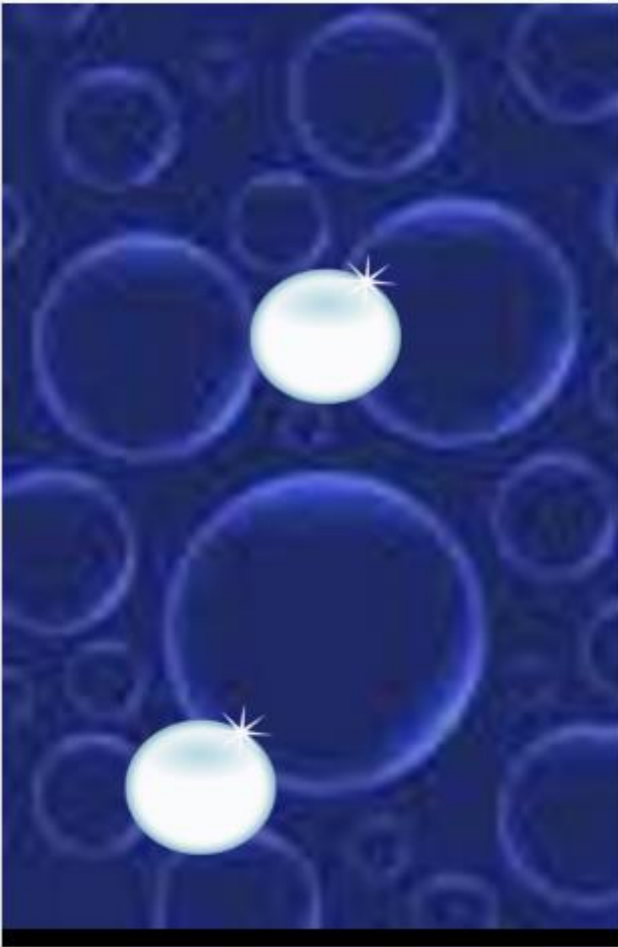
Easy Level



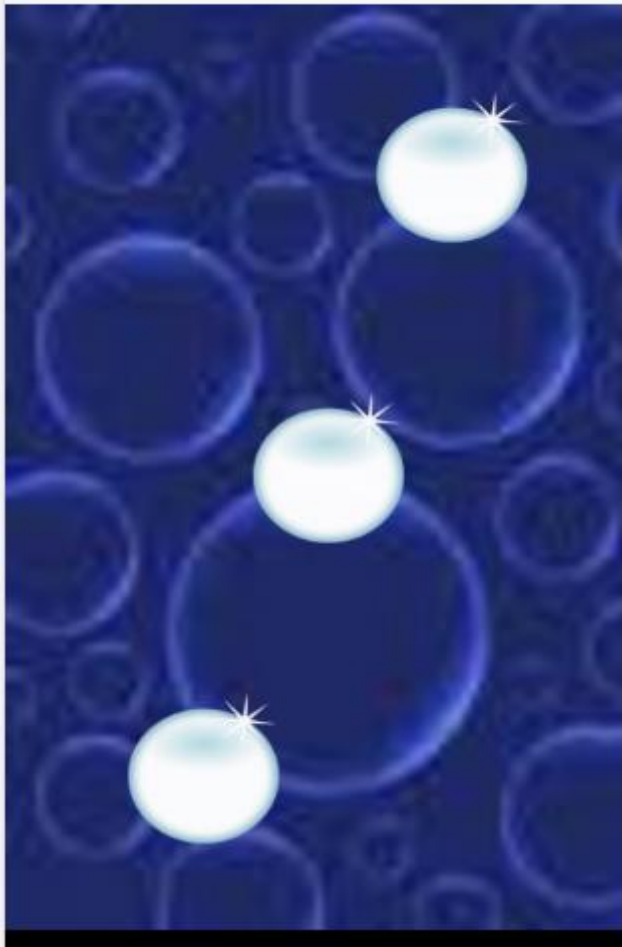
## Intermediate Level Page:



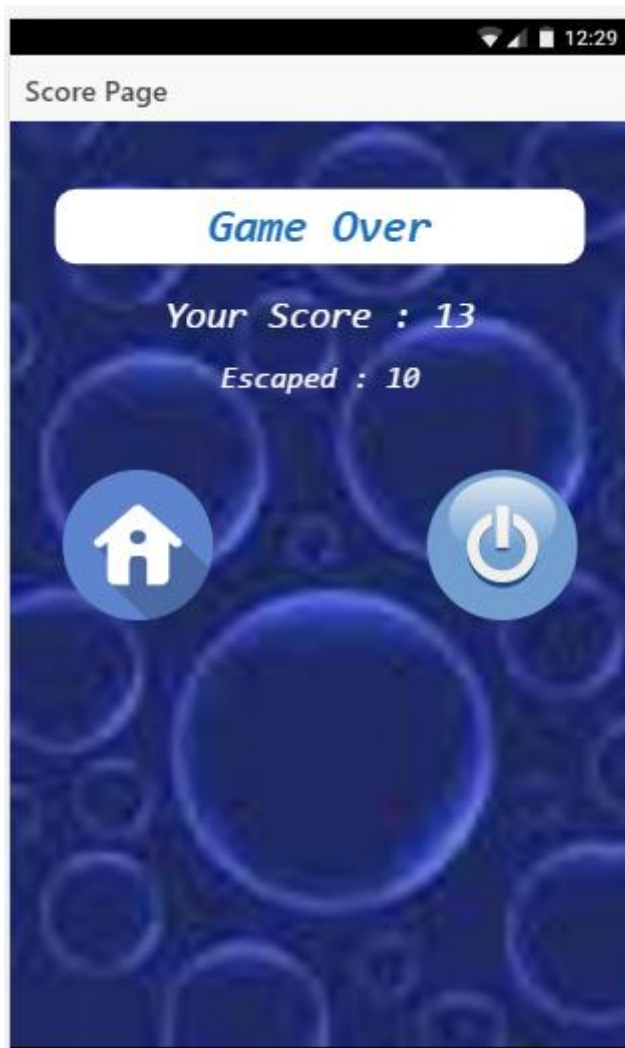
## Intermediate Level



## Intermediate Level



## Score Page:



## Project Management:

### Issues:

#### Plan and Increment 2

[Edit milestone](#)[New issue](#)

Due by October 15, 2016 91% complete

In this increment we will add more functionalities to play mode based upon complexity user wants.

1 Open 11 Closed

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**Increment-2 Documentation** [enhancement](#)

#34 opened 10 minutes ago by ManasaReddyThipparthi

































## Plan and Increment 2

[Edit milestone](#)[New issue](#)

 Due by October 15, 2016 91% complete

In this increment we will add more functionalities to play mode based upon complexity user wants.

 1 Open ✓ 11 Closed		
	 Add Intermediate Level Deisgn #38 by ManasaReddyThipparthi was closed 5 minutes ago	
	 Add Intermediate Level Deisgn #39 by ManasaReddyThipparthi was closed 5 minutes ago	
	 Intermediate Level page <span>enhancement</span> #37 by ManasaReddyThipparthi was closed 7 minutes ago	
	 Wireframes Increment-2 <span>enhancement</span> #36 by ManasaReddyThipparthi was closed 8 minutes ago	
	 EasyLevel Page <span>enhancement</span> #35 by ManasaReddyThipparthi was closed 9 minutes ago	
	 Add Settings Page Implementation #17 by rashmitripathi was closed an hour ago	
	 Add Settings Page Design #16 by rashmitripathi was closed an hour ago	
	 Add Help Page Design <span>enhancement</span> #14 by rashmitripathi was closed an hour ago	
	 Add multiple Bubbles on Page Implementation <span>enhancement</span> #13 by rashmitripathi was closed an hour ago	
	  Increment 1 Documentation <span>duplicate</span> <span>help wanted</span> #5 by ManasaReddyThipparthi was closed an hour ago	  1
	 Add Settings Page Design Testing #18 by rashmitripathi was closed an hour ago	

## Bibilography:

- <http://ngcordova.com/docs/plugins/>
- <https://ionicframework.com/docs/v2/native/>
- <https://github.com/driftyco/ionic>