

BUBBLE SMASH GAME

Project Plan (Team # 9)

Schedule for four different increments:

Increment - 1:

- Creation of Login Activity by using social media and Bubble tap Activity with single bubble at a time and displaying score on every tap on the bubble.
- Displaying scoreboard by counting number of bubbles tap.
- Creating UML Diagrams, Wireframes and user stories for every activity.

12 Open 0 Closed		Author	Labels	Milestones	Assignee	Sort
#12	Create Login Layout for guest and facebook enhancement 3					
#11	Project Increment 1 report 2					
#10	Architecture Diagram enhancement 2					
#9	Score Page enhancement 5					
#8	Bubble Page enhancement 8					
#7	Game Levels Page enhancement 5					
#6	WireFrames for Increment 1 enhancement 1					
#5	Increment 1 Documentation duplicate					1
#4	Project Plan Document enhancement 2					
#3	Creating Social Login to App using facebook enhancement 8					1
#2	UML Sequence Diagram enhancement 3					
#1	UML Class Diagram enhancement 3					

Increment -2:

- Showing multiple bubbles at a time on the screen.

- Implementing different levels like easy, intermediate and expert in the game, by increasing the speed in each level.
- Implementing two scoreboards classic and timebound.

Increment -3:

- Allowing the user to view his friends score when he logins through social networks.
- Displaying bubbles with different colours, so that tapping on a specific colour will increase the score and tapping on some bubbles decreases the score.

Increment -4:

- Displaying user image captured during login in the score board.
- Changing the bubble images based on the GPS Location.
- Resuming the game and allowing the player to start from where the position he has paused it.

Project Timeline:

- Increment – 1 : 9/23/2016
- Increment – 2 : 10/14/2016
- Increment – 3 : 11/4/2016
- Increment – 4 : 12/2/2016

Members:

- Manasa Thipparthi
- Saijyothi Gudibandi
- Rashmi Tripathi
- Ankita Wankhede

Burndown Chart:

Plan and Increment 1

Edit Milestone

Change Milestone

This milestone includes Revised project proposal, Project Plan and First Increment report

Labels

Hide Pull Requests

Burn Pipelines

