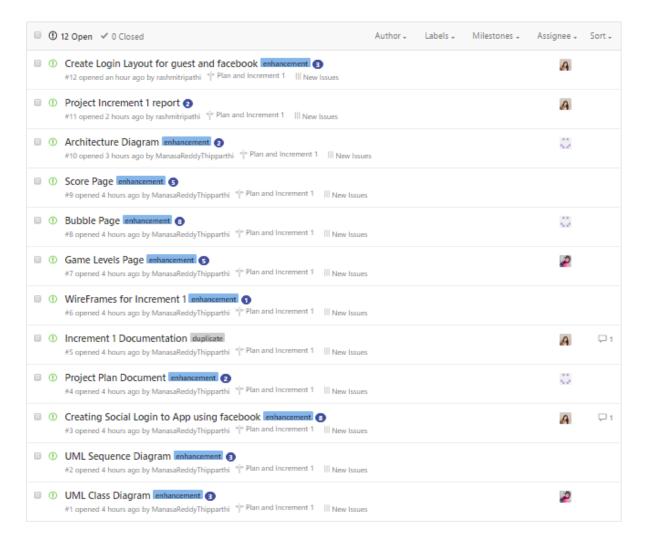
# **BUBBLE SMASH GAME**

# 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.



#### **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
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- Rashmi Tripathi
- Ankita Wankhede

### **Burndown Chart:**

