

# PM\_report



	Task Name	Duration	Start	Finish	Predecessors	Assigned To	% Complete	Status
1	Choose a kind of game		03/15/15			Baiyang Wang	100%	Complete
2	sub-task1:Discuss action game	5	03/15/15	03/19/15		Baiyang Wang	100%	Complete
3	sub-task2:Discuss puzzle game	4	03/20/15	03/25/15		Baiyang Wang	100%	Complete
4	sub-task3:Determine which kind of game to create	2	03/26/15	03/27/15		Baiyang Wang	100%	Complete
5	Think up an idea	1	03/28/15	03/28/15		Baiyang Wang	100%	Complete
6	Code the game	22	03/29/15	04/27/15		Baiyang Wang	100%	Complete
7	sub-task1: find game assets	2	03/29/15	03/30/15			100%	Complete
8	sub-task2:Construct game scene	4	03/31/15	04/03/15			100%	Complete
9	sub-task3:Design the game rule	4	04/04/15	04/08/15			100%	Complete
10	sub-task3:Code the algorithms	8	04/08/15	04/17/15		Baiyang Wang	100%	Complete
11	sub-task4: Test whether the game rule is rational(is it possible to win?)	2	04/18/15	04/20/15		Baiyang Wang	100%	complete
12	sub-task5:Add score board and timer	3	04/20/15	04/22/15		Baiyang Wang	100%	Complete
13	Polish the Game	6	04/23/15	04/30/15		Baiyang Wang	100%	Complete
14	Test the Game	1	04/30/15	04/30/15		Baiyang Wang	100%	Complete

## Comments

Use FlappyBird and PeevedPenguin as templates. Learn some classes from Cocos2d like CCAction, CCNode, etc.

Learn 2048 template from makeschool.com

Final choice is puzzle game

Use 2048 as a template. Change the algorithm of 2048. Game idea inspired by Fibonacci

Find several assets from OpenGameArt.org

Construct game scene, tiles and grids using spritebuilder

Design how a row of tiles will be merged---using Fibonacci array.

For level1, it is possible to win, which can be approved by math test. Level 2 is hard to win.

Design game start scene and game over scene. Change some game assets. Add sound effect.

Test the game on device