**Revised Release Schedule Version 4**

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| **Release Name** | **New incremental features of this release** |
| **Awakening 1.1** | **Basic Movement: getting an image of a spaceship to follow user’s finger** |
| **Awakening 1.2** | **Background Movement: setting an image (of space) as the background and getting said background to move vertically down to simulate spaceship movement** |
| **Awakening 1.3** | **Basic Movement of Obstacles: displaying the obstacles off the top of the screen and moving them straight down to make simulate spaceship movement** |
| **Awakening 1.4** | **Adding object collision between obstacles & spaceship** |
| **Awakening 1.5** | **Make spaceship slowly shoot out projectile at timed intervals** |
| **Awakening 1.6** | **Adding object collision between obstacles & projectile** |
| **Awakening 1.7** | **Adding in the option of controlling the spaceship by tilt/arrow keys rather than finger movement** |
| **Unraveling 1.0** | **Adding in stock life system** |
| **Unraveling 1.1** | **Scoring System: add scoring system & score to currency converting system** |
| **Unraveling 1.2** | **Items: adding life pack & power-ups (that can be shot to destroy)** |
| **Unraveling 1.3** | **Buttons v.1: adding bottom left button for power up deployment** |
| **Unraveling 1.4** | **Items: adding Power-ups and finding a way to store power ups until time of use** |
| **Liquidate 1.0** | **Menu v.1/Buttons v.2: add in main menu at start of app, gives 5 options: Start, Settings, Shop, and Exit which are displayed as interactive buttons** |
| **Liquidate 1.1** | **Menu v.2/Buttons v.3: create a new menu separate from the main menu, this will be the shop menu that incorporates buttons for purchasing upgrades** |
| **Liquidate 1.2** | **Upgrades/Shop: add upgrades (increases stock of ship, ships damage etc.)** |
| **Liquidate 1.3** | **Buttons v.4: incorporate a button for in game exiting which will return the user to the main menu (sadly the user will not be able too resume mid level)** |
| **Revelations 1.0** | **Levels v.1: level limits (have set number of enemies & obstacles, and once depleted the level ends and then the new one begins)** |
| **Revelations 1.1** | **Levels v.2: increase difficulty as progressing through levels, incorporate auto save onto text file after each level (auto save will include: current player stats & score). As of now there are 10 levels planned. Button will be added to the main menu to contiue** |
| **Revelation 1.2** | **Levels v.4: allow for the user to resume at last completed level if all stocks are lost** |
| **Revelation 1.3** | **Display highscore menu after death and after completion of the 10th level**  **Menu: includes highscores, exit button that will return you to main menu** |
| **Revelations 1.4** | **Graphics: changing appearance of spaceship & spaceship projectiles as upgrades are unlocked** |