

GAME 352 - Final Project

61/70

Step 1:

Two options, you can continue with your game from assignment 1 pending my approval or you can create a new game.

If you create a new game, you will have to:

- Create a GDD for the game.
- Discuss the challenges of making this as a mobile game.
- Outline the controls
- Explain how you will acquire the art assets

If your are continuing your game:

- Flesh out your original description making a proper GDD. ✓✓
- If you were previously working in a group explain how your game will differ from your partners. -✓✓
- Bonus: continue improving the title until it passes app review by apple.

Step 2:

Migrate your code to your own repo.

- Create your own repo on Github and add me as a collaborator. ✓
 - it can be private or public.
 - just because a repo is public doesn't mean it isn't protected by copyright.

Step 3:

Incorporate the following into your game.

- abstraction of the games rules from the game scene ✓
- particle effects ✓
- collision detection (regular or using physics bodies) ✓

- traditional sprite animations or character animations ✓
- a menu using UIViewControllers & UIButtons ✓ - yes someone who made a UIButton
- actions (SKAction) ✓
- abstraction ✓
- implementation obfuscation - ✓
- a factory pattern ✓ - altho not used it does have a factory
- a delegate pattern -1/2 ✓ - weak game scene in game manager not exactly a delegate
- an observer pattern - not attempted
- capture user input - ✓
- at least 1 struct - no structs
- at least 1 enum - ✓
- proper use of inheritance ✓
- and polymorphism - not used
- at least 1 protocol ✓
- some form of networking eg. match making, leader board, cloud saves - 1/2 ✓ firebase analytics

Step 4:

Present your game to the class; presentations will take place Week 12 and Week 13.

- Discuss any problems you ran into making the game. ✓
- Show some code you are particularly proud of and explain it to the class. ✓
- Showcase the final product. ✓

Step 5:

Code is due by week 13. I'll be deducting marks for poor use of the following:

- Efficiency ✓
- Maintainability / Readability ✓
- Structured / Architecture - 1/2 ✓ why is spawn particle effect part of game scene?
- Follows Standards ✓
- Extensible - 1/2 ✓
- Completeness - ✓