

Action Plan (25%)

The last major deliverable for the final project is the creation of a **6 month action plan** for your project! This plan should be realistic to help you reach your goals of completing this project. You do not need to factor in completing the entire project within the next 6 months, but should outline a meaningful amount of progress. The goal is to create a real action plan that you will be able to follow as you enter Winter Break and next semester, enabling you to gain experience and build up your skills! Your action plan should include:

1. **Monthly Schedule:** *For each* three week period after finals, please include the following:
 - **Goal:** What would you like to accomplish in this three week period? This can either be learning a new skill or working on your project. Include three bullet points in this section, each should be ~2-3 sentences.
 - **Tasks:** Write a checklist of tasks to complete. When you are following this plan, you should use these tasks to drive your progress and stay focused! To accomplish this, your tasks should be clear, granular, and not overloaded. Try to include ~4 tasks in this section, adjusting more or less as needed based on the goal for this three week period. Note, if you are consistently including only 1-2 tasks per period, you are likely not being clear and granular enough.
 - **Extra Resources:** Try to include 1-2 extra resources in this section that can help you complete your task. You may just paste a link for each here.

In total, ***your plan should contain 6 sections***, each with the *Goal (3 bullet points each)*, *Tasks*, and *Extra Resources* sections completed.

Month 1	<p><u>Goal:</u></p> <ul style="list-style-type: none">● I will learn the basics of Swift and iOS development: I will familiarize myself with the Swift programming language and the iOS development environment (Xcode).● I will define my game concept: I will create a detailed outline for my game, including the genre, mechanics, and overall gameplay.● I will set up my development environment: I will install the necessary tools, configure my project in Xcode, and ensure everything is ready for game developmen <p><u>Tasks:</u></p> <ul style="list-style-type: none">● I will complete a basic Swift tutorial to solidify my understanding of the language.● I will create a high-level concept for my game (write a document or create a mind map).● I will set up a GitHub repository for version control and
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	<p>collaboration.</p> <ul style="list-style-type: none"> • I will start a new Xcode project for my game and get familiar with the layout. <p><u>Extra Resources:</u></p> <ul style="list-style-type: none"> • Swift Playgrounds - Official Introduction • Xcode Game Development Tutorial (YouTube)
Month 2	<p><u>Goal:</u></p> <ul style="list-style-type: none"> • I will implement basic game mechanics: I will begin coding the core mechanics of my game. • I will learn SpriteKit: I will start working with the SpriteKit framework for 2D game development. • I will create a simple prototype: I will develop a basic version of my game with working mechanics and a simple UI. <p><u>Tasks:</u></p> <ul style="list-style-type: none"> • I will follow a SpriteKit tutorial to understand how it works and how it handles game graphics. • I will code the basic movement and interaction of my game (e.g., player character control, basic enemy AI). • I will create a simple prototype with placeholder graphics to test mechanics. • I will implement simple collision detection between game elements. <p><u>Extra Resources:</u></p> <ul style="list-style-type: none"> • SpriteKit Documentation • SpriteKit Beginner Tutorial
Month 3	<p><u>Goal:</u></p> <ul style="list-style-type: none"> • I will add levels and challenges: I will expand my game prototype to include different levels, challenges, or obstacles. • I will work on player progression: I will implement a simple progression system (e.g., score tracking or level upgrades). • I will refine art and assets: I will start creating or finding assets to improve the visual quality of my game. <p><u>Tasks:</u></p> <ul style="list-style-type: none"> • I will develop at least 2-3 levels for my game. • I will add scoring or progression mechanics (e.g., increase score after completing each level).

	<ul style="list-style-type: none"> • I will search for or create simple game assets (sprites, backgrounds). • I will polish the UI (menus, buttons, and display screens). <p><u>Extra Resources:</u></p> <ul style="list-style-type: none"> • Creating Game Assets with Piskel • Level Design Resources for Game Developers
Month 4	<p><u>Goal:</u></p> <ul style="list-style-type: none"> • I will conduct playtesting: I will test the game to ensure it is fun and functional. • I will refine the user interface and experience: I will focus on improving menus, transitions, and overall player experience. • I will fix bugs: I will identify and fix any bugs that affect gameplay or stability. <p><u>Tasks:</u></p> <ul style="list-style-type: none"> • I will conduct at least two rounds of playtesting with friends or potential users and collect feedback. • I will refine the game UI based on feedback (e.g., adjust button placements, improve readability). • I will fix any bugs found during playtesting (e.g., game crashes, gameplay imbalances). • I will implement basic sound effects and music to enhance the user experience. <p><u>Extra Resources:</u></p> <ul style="list-style-type: none"> • How to Conduct Playtesting • Bug Tracking with GitHub Issues
Month 5	<p><u>Goal:</u></p> <ul style="list-style-type: none"> • I will finalize the game features: I will add finishing touches to the gameplay features (e.g., final progression systems, unlockables). • I will optimize the game for performance: I will ensure the game runs smoothly on a range of iOS devices. • I will prepare for App Store submission: I will create the necessary assets for App Store submission, including app icons, screenshots, and metadata.

	<p><u>Tasks:</u></p> <ul style="list-style-type: none"> • I will optimize the game's performance (e.g., reduce load times, manage memory usage). • I will implement any final gameplay features (e.g., power-ups, additional levels). • I will create App Store assets (icon, screenshots). • I will write and test the App Store description and metadata. <p><u>Extra Resources:</u></p> <ul style="list-style-type: none"> • Apple Developer - App Store Submission • iOS Optimization Techniques
Month 6	<p><u>Goal:</u></p> <ul style="list-style-type: none"> • I will launch the game on the App Store: I will submit my game to the App Store for review and launch. • I will monitor feedback and fix issues: After the launch, I will monitor user feedback and address any issues or bugs. • I will start planning for updates: I will begin planning for future updates to improve the game based on user feedback. <p><u>Tasks:</u></p> <ul style="list-style-type: none"> • I will submit the game to the App Store and ensure all necessary steps (e.g., screenshots, description) are completed. • I will monitor App Store reviews and user feedback for any issues or bugs. • I will fix any bugs reported by players and release patches. • I will plan the first post-launch update based on player feedback (new levels, features). <p><u>Extra Resources:</u></p> <ul style="list-style-type: none"> • App Store Connect • Handling App Store Reviews