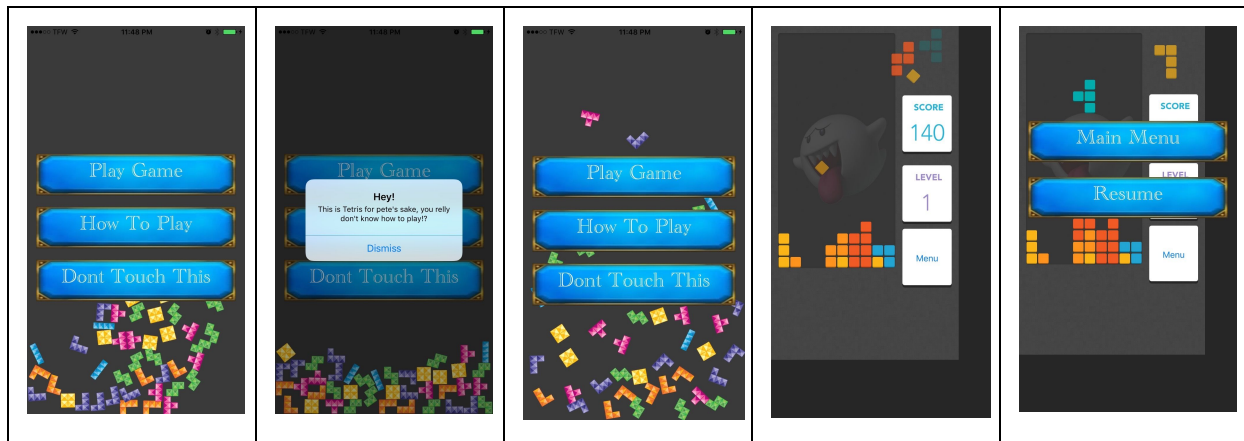


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CSCI 498B - iOS Developer  
Project 4  
Game Simulation

The app I created is a variation of Tetris called Swiftris. I also added in a lot of cool features to spice it up!

Here are a few screenshots of the app.



This assignment meets various requirements in many ways. In the first image, I have a title screen with an effect quite similar to the Ball lab that we did. Each of the Tetris pieces is its own object similar to the ball. They are randomly generated through a for loop to add diversity to the pieces. When the How To Play button is pressed, an alert pops up explaining that you should already know how to play Tetris. When the Dont Touch This button is pressed, the elasticity of the objects is changed so that they become much more bouncy and spin much faster. This part of the app was done to fit the extra credit requirement of modifying the elastic properties of an object. When Play game is pressed, a game of Tetris begins.

A running score is kept track of, and as you begin to score more and more, an image of a Boo begins to appear. As the game goes on and on, the alpha of the Boo image gets larger and will eventually cover part of the game board, adding a sort of "challenge mode" to the game. This was done in order to fit the extra credit option for having an object fade into the view in some way. When the menu button is pressed, the game is paused and you can choose to return to the main menu or resume the game.