

## Year 9 IST Semester Two Assignment One (30%) – Dodger Game

Name:

Marking Criteria:

Item	Mark	Total
<b>Swift / SpriteKit Coding and Logic (15 marks)</b>		
Game starts with a splash screen.	1	
The game commences after: <ul style="list-style-type: none"> <li>The player taps the screen or start button</li> <li>2 seconds</li> </ul>	1	
Player character initially in the middle of the screen: <ul style="list-style-type: none"> <li>Left hand side for landscape orientation</li> <li>Bottom for portrait orientation</li> </ul>	1	
Enemies spawn and move towards the other side of the screen approx. every 3–4s	1	
The texture on the enemies is random (different image files with different sizes).	1	
The position and/or direction of the spawned enemies is randomised.	1	
Enemies move/fall at an appropriate speed.	1	
Score is displayed on a label.	1	
Score increases by 1 point at regular intervals.	1	
Player contacts an enemy:	-	
<ul style="list-style-type: none"> <li>Game pauses (<b>player is removed and speed of scene is set to 0</b>)</li> </ul>	1	
<ul style="list-style-type: none"> <li>Alert (or similar) appears with the player's final score and a button.</li> </ul>	1	
<ul style="list-style-type: none"> <li>Tapping the button goes back to the main splash screen, resetting the game.</li> </ul>	1	
Implementation is true to the concept of the game.	1	
Implementation is playable showing good game design.	1	
<b>Swift Code Formatting (5 marks)</b>		
Code comments – explaining the purpose of the code.	3	
Variable naming – reflecting the purpose of the variable using camelCase.	1	
Code formatting – indentation, whitespace	1	
<b>Enhancements (10 marks)</b>		
Difficulty increasing ( <b>increasing speed of enemies and/or spawn rate every X seconds</b> )	2	
Parallax background ( <b>two or more backgrounds scrolling smoothly at different speeds, e.g. road and clouds</b> )	2	
Power up ( <b>invincibility for X seconds, some kind of visible indication that the player is currently powered up, e.g. shield and/or faster speed</b> )	2	
Highest score ( <b>displayed and updated after a new highest score is achieved, persists even after the simulator is closed</b> )	2	
Animation of players, enemies and/or background sprites ( <b>image atlas used with at least 4 cycling images for at least one sprite node</b> )	2	
<b>TOTAL</b>	<b>30</b>	