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

Name:

Marking Criteria:

Item	Mark	Total
Swift / SpriteKit Coding and Logic (15 marks)		
Game starts with a splash screen.	**1**	
When the player taps the start game button the game commences:	**1**	
• Player character initially in the middle of the screen.	**1**	
• Enemies spawn and fall from the top of the screen approx. every 3 – 4 sec.	**1**	
• The texture on the enemies is random (one of four textures).	**1**	
• The x position of the spawned enemies position are randomised.	**1**	
• Enemies fall at an appropriate speed.	**1**	
• Score is displayed on a label.	**1**	
• Score increases by 1 point every second.	**1**	
• Player contacts an enemy:	**-**	
o Game pauses.	**1**	
o Alert (or similar) appears with the player's final score and a button.	**1**	
o Tapping the button goes back to the main splash screen, resetting the game.	**1**	
• Implementation is true to the concept of the game.	**1**	
• Implementation is playable showing good game design.	**1**	
Swift Code Formatting (5 marks)		
• 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**	
Enhancements (10 marks)		
Difficulty increasing	**2**	
Parallax background	**2**	
Power up	**2**	
Highest score	**2**	
Animation of players and enemies	**2**	
TOTAL	**30**	