



GAME 3004 - iOS Game Programming

Due April 10th, 2020 @ 11:59pm

Assignment 2: 2D Platformer or RPG (12.5%)



In this assignment, your goal is to create a 2D platformer game or RPG game designed within the Spritekit game framework.

Overview

The goal of this assignment is to design a multi levelled game within Spritekit game framework. **The game must be a minimum of five levels with a clear objective for each level.**

2D Platformer Game

If you choose to create a 2D platformer game with a **minimum of five levels**:



- Move the player around in different directions using onscreen buttons **(2.5%)**
- The player should be animated, along with enemy sprites **(1%)**
- The player should be informed of an object to collect (e.g. a key, a heart, coins) in order to progress to the next level **(2%)**
- A score should be included that increases every time the player collects an item **(1%)**
- Timer should be included of approximately 3 minutes. Once the timer hits zero, game over. **(1%)**

- Include enemies as the player progresses. Enemies should increase in strength or overall difficulty as the levels progress. Keep health. If the enemy touches the player his health will decrease **(2%)**
- The player should be able to restart the level once they die or time has run out **(1%)**
- Levels should include platforms for players to jump on and/or walls. Levels should be designed strategically and become more difficult as player progresses **(2%)**

RPG Game

If you choose to create an RPG game with a **minimum of five levels**:



- Move the player around in different directions using onscreen buttons **(2.5%)**
- The player should be animated, along with enemy sprites **(1%)**
- The player should be informed of someone to speak to, and a dialogue box should be displayed during conversation **(3%)**
- Items should be scattered throughout the level to pick up, think of battle weapons like an axe, hammer, or food items like meat, bread, etc. **(2%)**
- Include enemies as the player progresses. Enemies should increase in strength or overall difficulty as the levels progress. Keep health. If the enemy touches the player his health will decrease **(2%)**

- A score should be displayed that increases every time the player collects an item **(1%)**
- The player should be able to restart the level once they die or time has run out **(1%)**

This is an individual assignment. Any code plagiarism amongst other students will be taken as academic misconduct and penalized severely. Submit this assignment as StudentName_StudentNumber.zip. Make sure code is running and compiling before submitting. Late penalties for submission will apply. 5 points per day will be docked after each day. Code submitted with compiler errors will result in a zero.