RMIT UNIVERSITY
ASSSIGNMENT 1:
PROJECT REPORT
An iOS Development Individual Project

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1. INTRODUCTION

Brutal Orchestral Bosses' Glossary is a compact collection organizing app that contains a list of bosses from the world of Brutal Orchestral - a Turn-based RogueLite Strategy game where you, as a recently deceased man named Nowak, found yourselves in the Purgatory. You then made a deal with an oily devil Bosch who promises vengeance against the man who kills you. On your path toward petty revenge, you will encounter all sorts of monsters. But most noticeable of all is the "Bosses" who have their quirks, a great backstory and notably a dedicated and brutally stunning visual animation for the finishing move. The bosses are not the only thing who receive this kind of attention, as all denizens of Purgatory are beautifully drawn in pixel art with great emphasis on their design(some are referenced art pieces like Hieronymus Bosch's Garden of Earthly Delight which i find very enjoyable) and role in the game. The mechanics are also polished and the soundtracks are layered, played depending on which enemies are on the battlefield. The sheer quality of this game inspired me greatly to make an application to introduce people to the world of Brutal Orchestra's beauty by showcasing the boss's design, lore and soundtrack.

2. PROJECT DESCRIPTION
a. Application's Instruction

This app is about displaying articles of bosses in Brutal Orchestra the game and playing soundtracks samples. It uses Navigation view, allowing the application to display brief information & portrait of bosses and click on it to be brought onto a Scrollable Detail View and for users to see the article, splash art and signature collection of that one boss. A soundtrack sample can be played by pressing the corresponding button.

Firstly, locate the app with the name: "Brutal Orchestra Bosses' Glossary" with a yellow skull as its avatar. Press/Click on it and you will be presented with a welcoming screen that displays the app name and the catchphrase, along with the button denoted with a phrase "Embark" and a smaller info button on bottom right that will show information on the app's developer. After you press/click on the "Embark" button, you will see a list of Bosses

on a navigation list with the title on top: "The Bosses". Look for the bosses you want to explore and click on it. You will be transported to a full view of the boss's encountered location, its splash art and customized signature along with an article explaining their lore and move set. You can press return to the list at the top left or exit the app by clicking on Home button or drag the bottom up.

3. IMPLEMENTATION DETAILS
a. Technical details & justification
b. Implemented Feature

1. Clickable Button that transports to the next View.

2. Working Navigator View that displays few details of the Bosses and their portraits.

3. A clear View of a Boss's Splash Art, Location Image, Signature Art and detailed article, the View is scrollable.

4. Playable music button.

c. Demo
d. Known bug & fixes

Nothing noticeable has been happening due to the code. There are a few instances where the preview encountered errors like segmentation fault: 11 or illegal Instruction: 4 which resolve on its own. Moreover, the app did not crash during the simulation.

4. CONCLUSION

In the future I wish to add in article about their moveset and some gif of the bosses' finishing/special move animation and/or gameplay footage featuring their moves and attacks, a link to the Brutal Orchestra official Wiki so they can look into Brutal Orchestra further and also a link to Brutal Orchestra Steam page so they may purchase the game if they want and to support the developers as well. Furthermore, I want to expand the collection to mini bosses and if possible.

5. REFERENCES