GAME 352 - Final Project   **/70**

Step 1:

Two options, you can continue with your game from assignment 1 pending my approval or you can create a new game.

If you create a new game, you will have to:

☐ Create a GDD for the game. - missing from readme.md

☐ Discuss the challenges of making this as a mobile game. - n/a cant find the gdd

☐ Outline the controls - n/a cant find the add

☐ Explain how you will acquire the art assets - n/a cant find the add

If your are continuing your game:

☐ Flesh out your original description making a proper GDD.

☐ If you were previously working in a group explain how your game will differ from your partners.

☐ Bonus: continue improving the title until it passes app review by apple.

Step 2:

Migrate your code to your own repo.

☐ Create your own repo on Github and add me as a collaborator. ✔️

- it can be private or public.
- just because a repo is public doesn't mean it isn't protected by copyright.

Step 3:

Incorporate the following into your game.

☐ abstraction of the games rules from the game scene - nope

☐ particle effects ✔️

☐ collision detection (regular or using physics bodies) ✔️

☐ traditional sprite animations or character animations ✔️

1

- ☐ a menu using UIViewControllers & UIButtons - you made a menu but it wasn't a UIViewController or a UIButton it was made in sprite kit

- ☐ actions (SKAction) ✔

- ☐ abstraction - ✔

- ☐ implementation obfuscation - not done

- ☐ a factory pattern - no factory

- ☐ a delegate pattern - ✔

- ☐ an observer pattern - not used anywhere

- ☐ capture user input - ✔

- ☐ at least 1 struct - ✔

- ☐ at least 1 enum - ✔

- ☐ proper use of inheritance - ✔

- ☐ and polymorphism - ✔

- ☐ at least 1 protocol - none created

- ☐ some form of networking eg. match making, leader board, cloud saves - ads ✔

Step 4:

Present your game to the class; presentations will take place Week 12 and Week 13.

- ☐ Discuss any problems you ran into making the game. ✔

- ☐ Show some code you are particularly proud of and explain it to the class. ✔

- ☐ Showcase the final product. ✔

Step 5:

Code is due by week 13. I'll be deducting marks for poor use of the following:

- ☐ Efficiency ✔

2

- Maintainability / Readability - very big game scene file

- Structured / Architecture ✔

- Follows Standards ✔

- Extensible - 1/2 ✔

- Completeness - ✔