Year 10 IST Assignment One Semester Two (30%) – Zombie Dodger

Name:

Marking Criteria:

Item	Mark	Total
Swift / SpriteKit Coding and Logic (23 marks)		
Game starts with a splash screen.	**1**	
When the player taps the start game button the game commences:	**1**	
• Ninja character initially in the middle of the screen.	**1**	
• Zombies spawn and fall from the top of the screen approx. every 3 – 4 sec.	**3**	
• The texture on the zombies is random (one of the four provided textures).	**2**	
• The x position of the spawned zombies position are randomised.	**2**	
• Zombies fall at an appropriate speed.	**2**	
• Score is displayed on a label.	**1**	
• Score increases by 1 point every second.	**2**	
• Ninja contacts a zombie:	**-**	
o Game pauses.	**1**	
o Alert (or similar) appears with the player's final score and a button.	**2**	
o Tapping the button goes back to the main splash screen, resetting the game.	**1**	
• Implementation is true to the concept of the game.	**2**	
• Implementation is playable showing good game design.	**2**	
Swift Code Formatting (7 marks)		
• Commenting of code – explaining the purpose of the code.	**2**	
• Variable naming – reflecting the purpose of the variable using camelCase.	**2**	
• Code formatting – indentation, whitespace	**3**	
TOTAL	**30**	

Extension/Bonus Activities		
Improved game styling	**1**	
Highest score	**1**	
Difficulty increasing	**1**	
Power-up	**1**	
Animation of ninjas and zombies	**1**	

Comments: