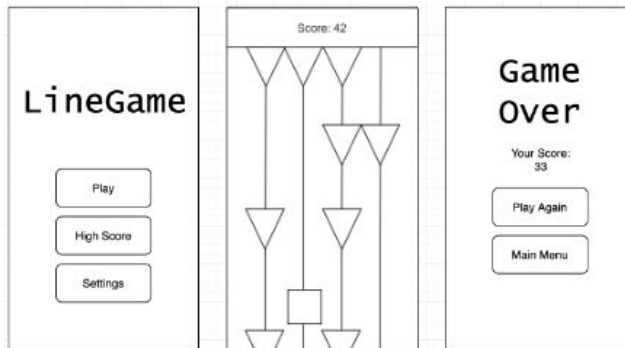# LINEGAME

Francesca Kang & Kevin Patterson

Loyola Marymount University
Frank R. Seaver
College of Science
and Engineering

What is LineGame?

LineGame is an easy to learn, hard to master iOS game. It relies on user touch to control an avatar that dodges obstacles by jumping from line to line. The game consists of a single stage with progressively increasing difficulty.

LineGame was developed and tested with React Native and Expo. The graphics were handled using the built in react-native-svg package.
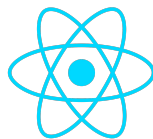
React Native

Initial design of the main menu, game screen, and game over screen.

Why make a Game?

Creating LineGame was a challenge in designing a sleek and simple user interface, as well as developing a game that maintains a smooth, consistent, and engaging gameplay. Development gave us a chance to learn and practice React Native while building our front end skills.

How to Play:

1) In the main menu click the play button
2) Tap the screen to move the character left and right
3) Dodge obstacles to increase your score
4) The game ends when you hit an obstacle and the game over screen will be displayed along with your score
5) Choose to play again or return to the menu

Screenshot from the game screen in its current iteration