GAME 352 - Final Project
56/70

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. ✔️

- ☑ Discuss the challenges of making this as a mobile game. ✔️

- ☑ Outline the controls ✔️

- ☑ Explain how you will acquire the art assets ✔️

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 ✔️

- ☑ particle effects - no particle effects

▢ collision detection (regular or using physics bodies) - ✔️

▢ traditional sprite animations or character animations ✔️

▢ a menu using UIViewControllers & UIButtons - menu is not made with UIKit was made using scene kit using sprites not UIButtons

▢ actions (SKAction) - ✔️

▢ abstraction - ✔️

▢ implementation obfuscation - not used

▢ a factory pattern - 1/2 ✔️ not a real factory pattern just a class that has a name factory

▢ a delegate pattern - not used

▢ an observer pattern - not used

▢ capture user input ✔️

▢ at least 1 struct ✔️

▢ at least 1 enum ✔️

▢ proper use of inheritance ✔️

▢ and polymorphism ✔️

▢ at least 1 protocol ✔️

▢ some form of networking eg. match making, leader board, cloud saves - not implemented

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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 - probably very fast the way you made it ✔️

- ☑ Maintainability / Readability ✔️

- ☑ Structured / Architecture - i liked how clear your game scene was ✔️

- ☑ Follows Standards ✔️

- ☑ Extensible - 1/2 ✔️ each new game objects would require an entry in game managers update functions switch

- ☑ Completeness ✔️