



SC2D

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Market

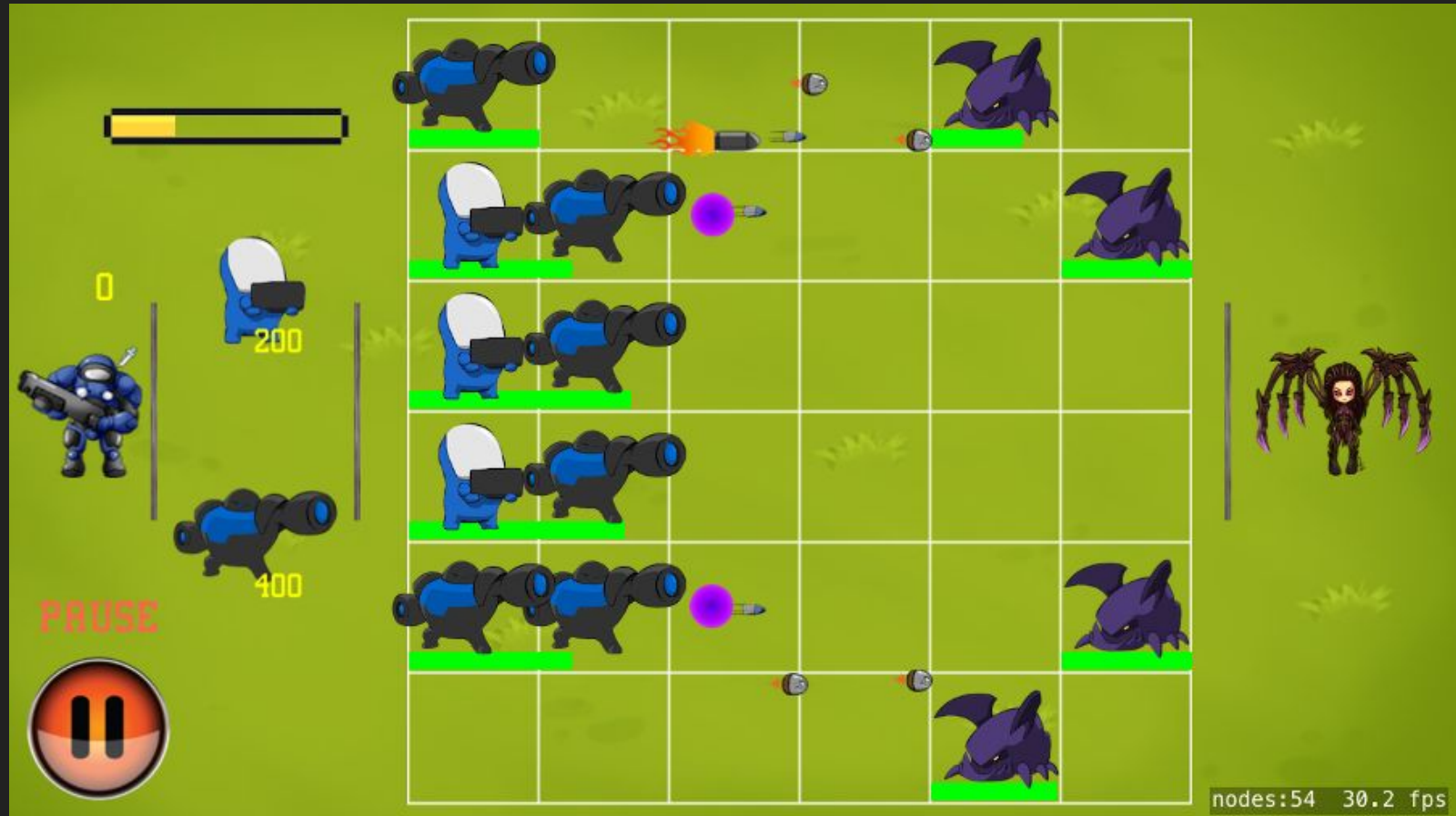
- I don't know the market, I don't have Apple devices
- Target : The game is for players of SC2 who want to enjoy the game on the phone



Technical

- **SpriteKit as the library of the game**
 - SKPhysicsBody for the Physic and the collision of the sprites
 - SKPhysicsContactDelegate to get the sprites that collided
 - SKAction for the actions, and also I used it for handling async operations like the energy bar
 - view?.presentScene, to switch GameScene
- **Object Oriented Programming**
 - Polymorphism , by using operator overloading, so I can operate between 2 CGPoint or between 1 CGPoint and 1 CGFloat

Example



Classes

Grid - which is the map

Player - Player behind the phone

Bars - The different bars have all unique properties

GameScenes - For the different game scene

Visu - For selecting the unit before placing on the map

Units - Each unit have different capacities and properties

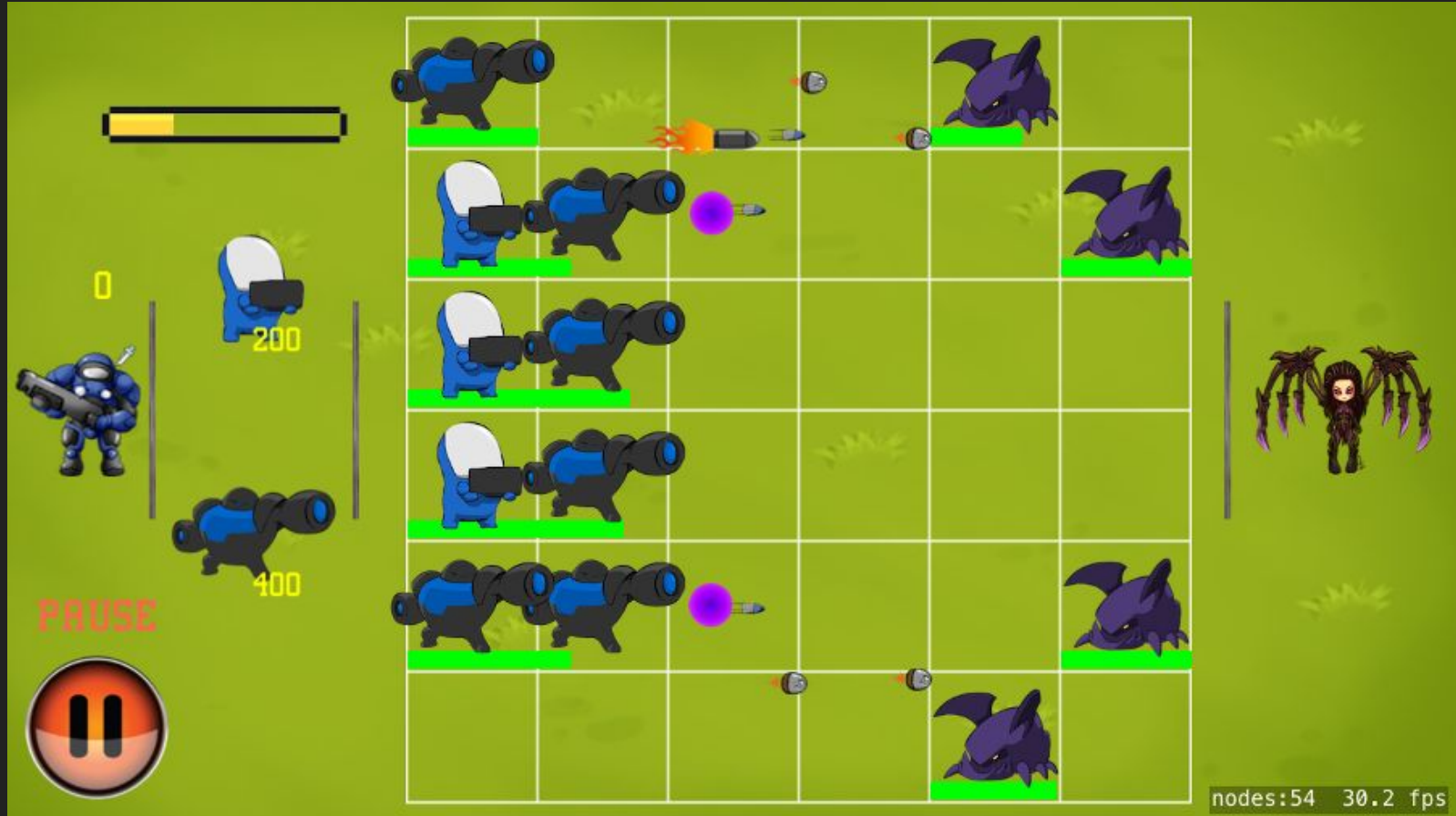
UX design - Inspired By : Starcraft Mod Unit Test



UX Design : Inspired By : Starcraft Carbot Anim



UX Design - I merged both -> Starcraft 2D



demo

