

GAME 352 - Final Project

45/70

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. - not done
- particle effects. ✓

- collision detection (regular or using physics bodies) ✓
- traditional sprite animations or character animations ✓
- a menu using UIViewControllers & UIButton - not done
- actions (SKAction) ✓
- abstraction - not done
- implementation obfuscation - not done
- a factory pattern - has a factory but not a factory pattern
- a delegate pattern - not done
- an observer pattern - not done
- capture user input ✓
- at least 1 struct - no structs
- at least 1 enum ✓
- proper use of inheritance ✓
- and polymorphism ✓
- at least 1 protocol - no protocols
- some form of networking eg. match making, leader board, cloud saves - nothing

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:

Tuesday, March 20, 2018

- Efficiency. ✓
- Maintainability / Readability. ✓
- Structured / Architecture 1/2 ✓
- Follows Standards - doesn't you shouldn't use function names starting with capitals
- Extensible ✓
- Completeness 1/2 ✓