CM4021  
Games Development on the iPhone

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# The Table

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| Requirement | Summary | How Met |
| 1 | Scenes | The two levels of the game and the level selector are all different scenes. |
| 2 | State | A game state system which handles if the player has died or not, and how much percent they have gone through the level. |
| 3 | PhysX | The players will be implemented as rigidbodies |
| 4 | Interaction | The players will be transported if on a transporter, also will unlock pathways of on the switch |
| 5 | Levels | Levels selected when in the level selector scene or when completing a level |
| 6 | Persistence | Game stores the percent complete of each level and whether the next level has been unlocked |
| 7 | Scripts | The following behaviours are implemented:   * When the player moves, the platform moves * When the player is on a tele porter cube, the player it teleported to the destination cube * If the player hits the boundaries or falls off the path, the game is over. * If the player reaches the end of the level, the next level is unlocked and loaded. |
| 8 | Input | Using the arrow keys and WASD move the player and the platforms. |
| 9 | Ray-casting | The players use ray casting to check below them, if the terrain is directly below them, then the game is over. |
| 10 | Audio trigger | When the player goes on a tele porter, sounds are triggered. |