

Hello Sunday Morning
&
Graveyard Dash

with Swift

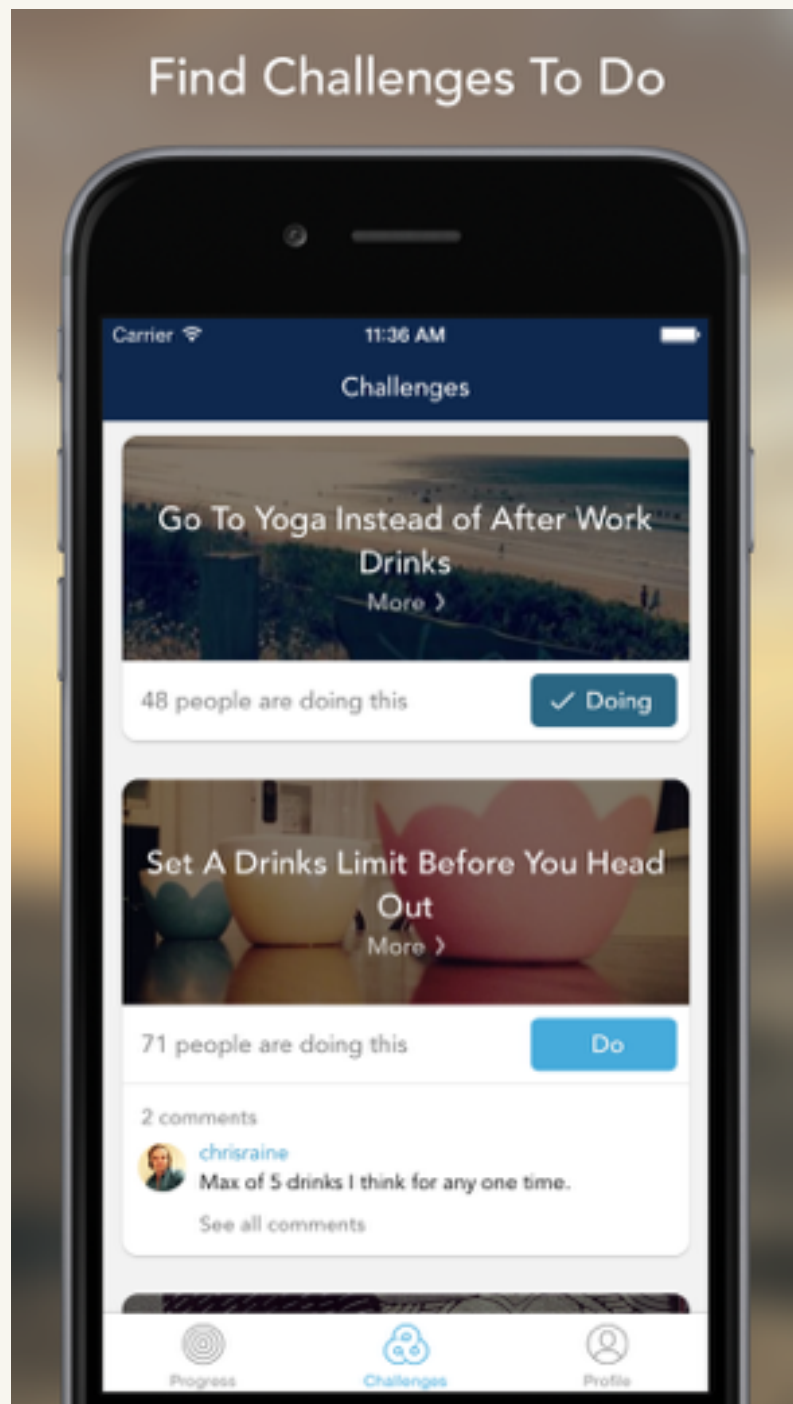
Terracoding

Hello Sunday Morning



- Movement towards a better drinking culture
- Based in Australia
- App funded by companies such as Vodafone
- Social web platform
 - Ruby on Rails back-end
 - Part developed by us
- iOS app
 - Managing goals to improve relationship with alcohol

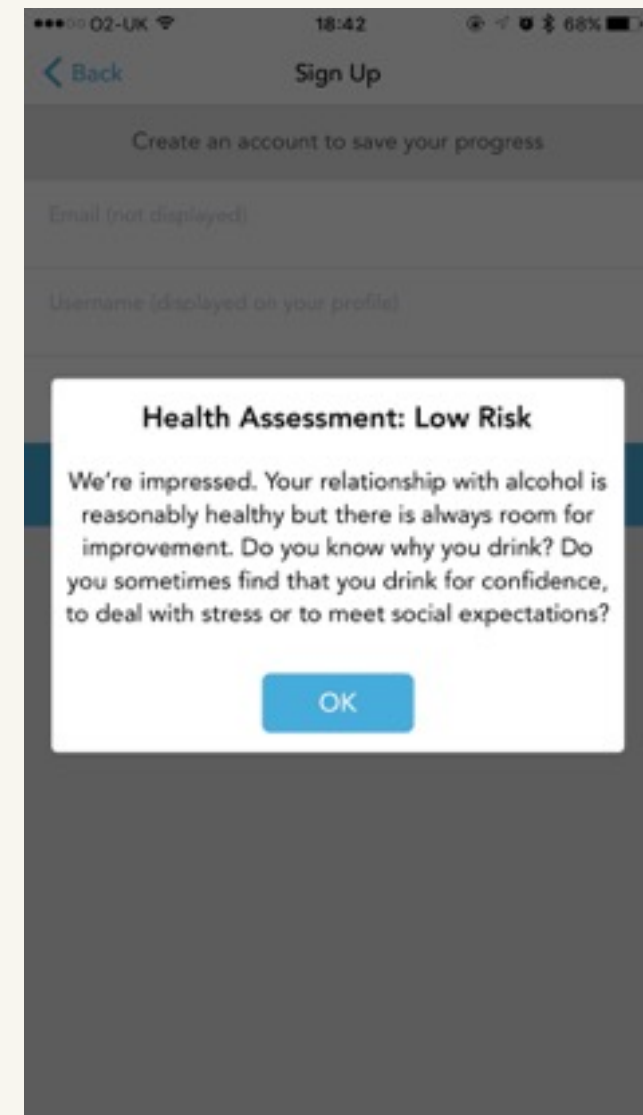
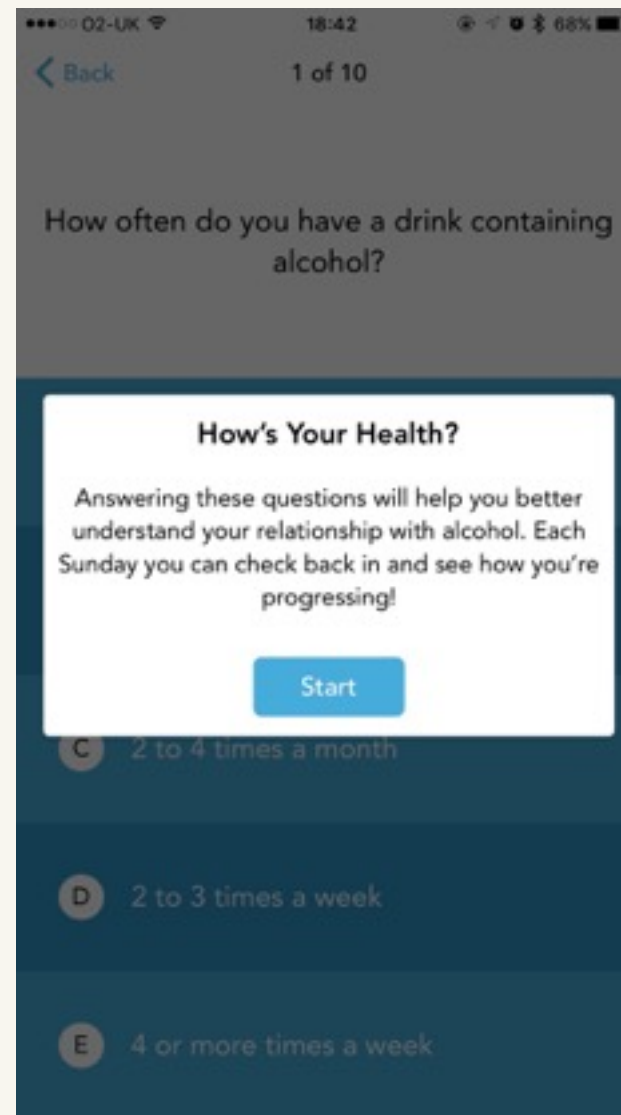
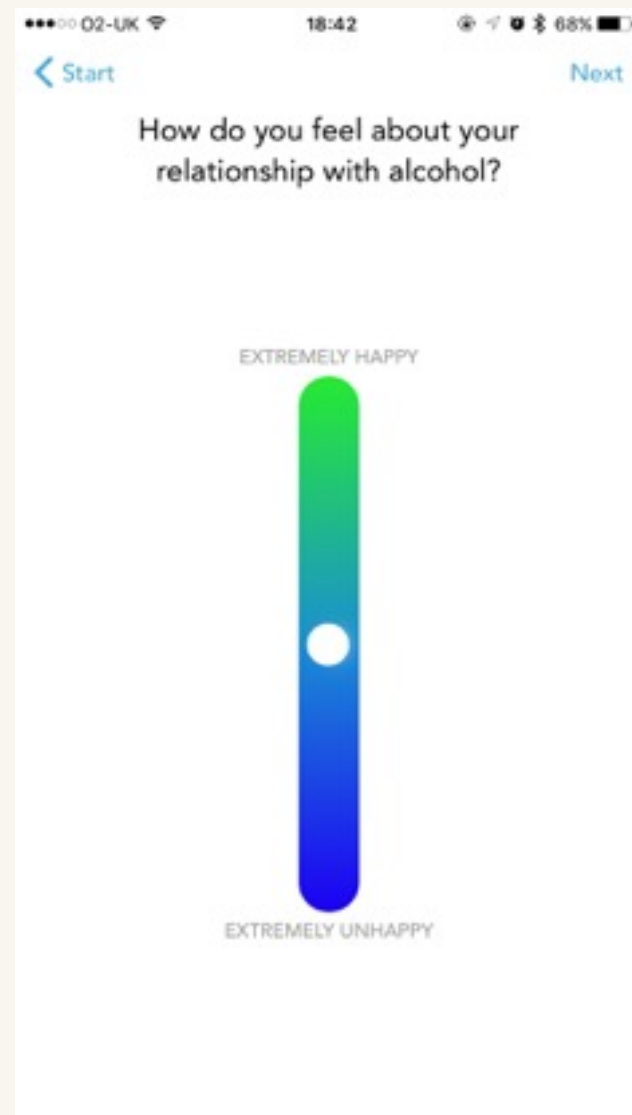
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- Built in Swift from the start
- Connected to web service via API
- Graphs
- Collection Views
- CoreData
- Mixpanel
- Local Notifications
- Push Notifications

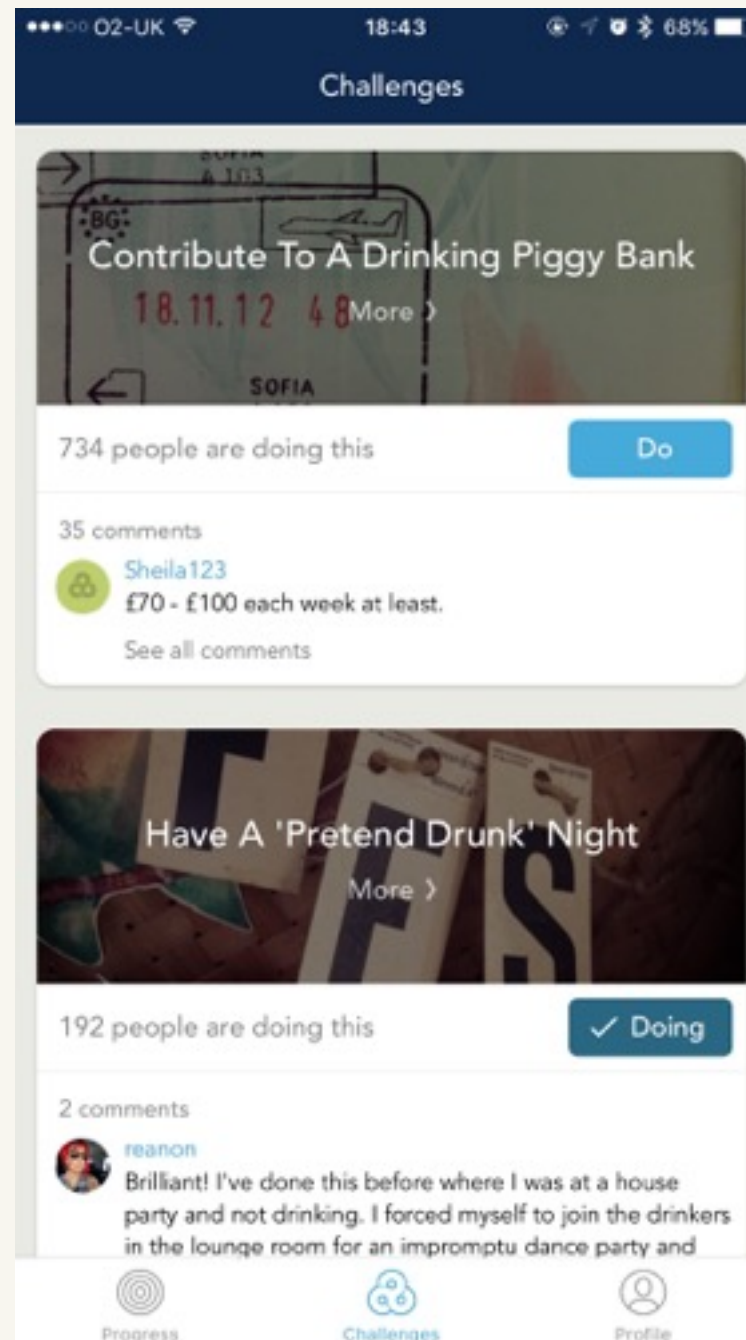
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- Registration & on-boarding



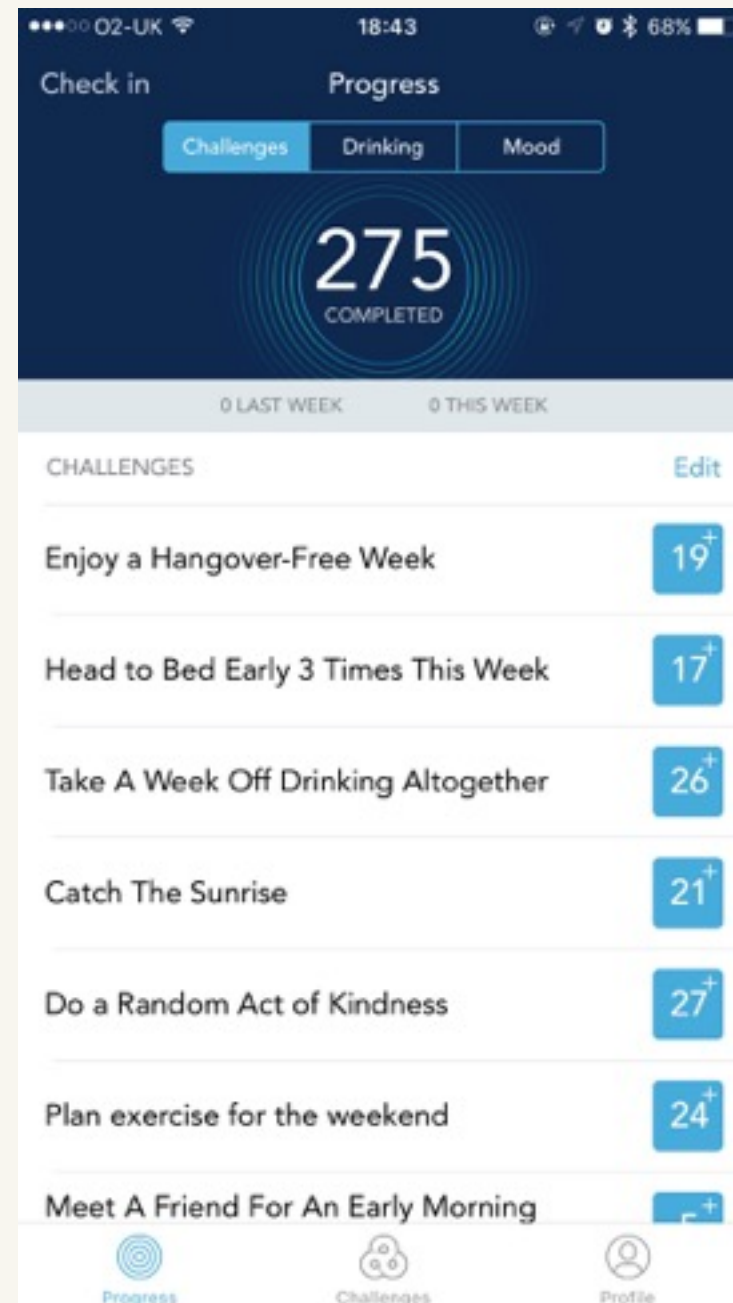
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- Selecting challenges



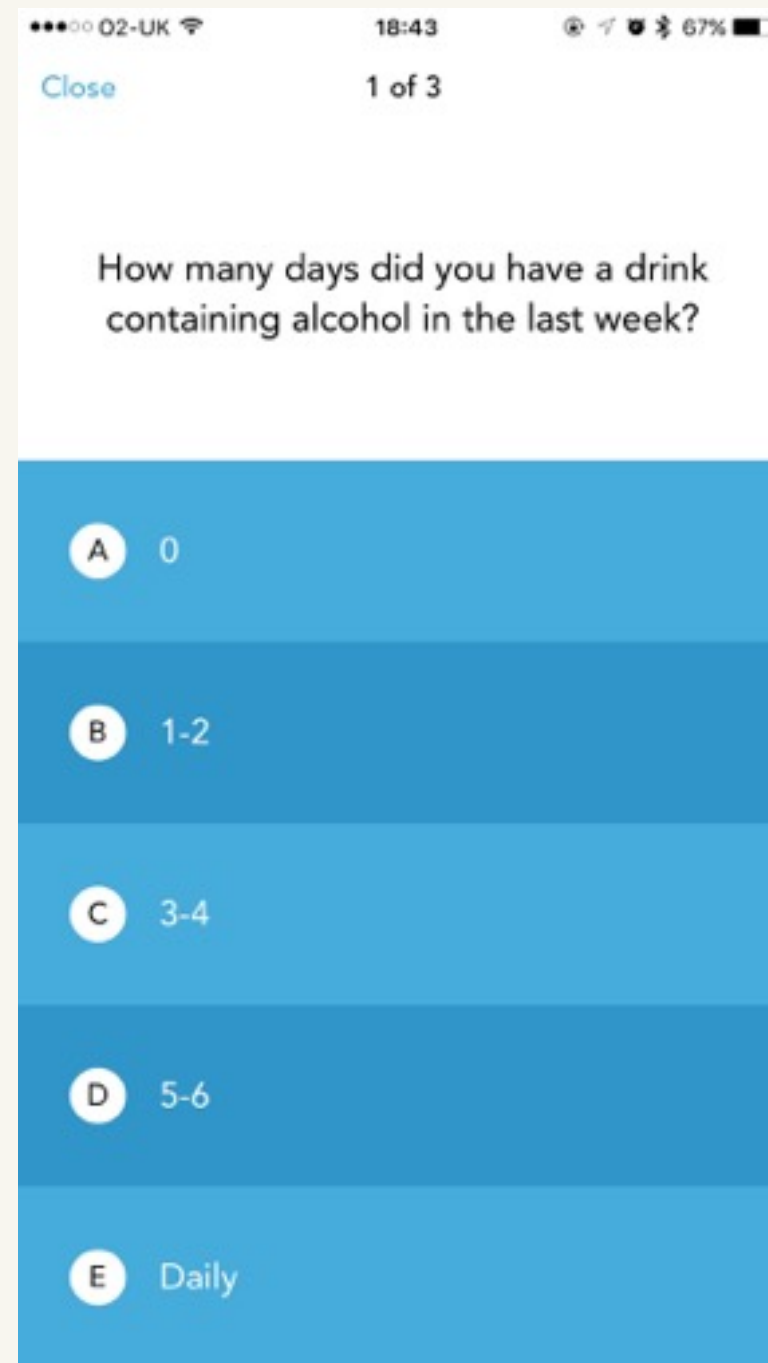
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- Marking challenges as complete



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- Checking in once a week



The screenshot shows a mobile app interface for a weekly check-in. At the top, the status bar displays '02-UK', '18:43', and '67%'. Below the status bar, there is a 'Close' button and '1 of 3' indicating the current screen. The main text asks: 'How many days did you have a drink containing alcohol in the last week?'. Below this, there are five radio button options: A 0, B 1-2, C 3-4, D 5-6, and E Daily. The options are presented in a list with blue backgrounds and white text.

Close 1 of 3

How many days did you have a drink containing alcohol in the last week?

A 0

B 1-2

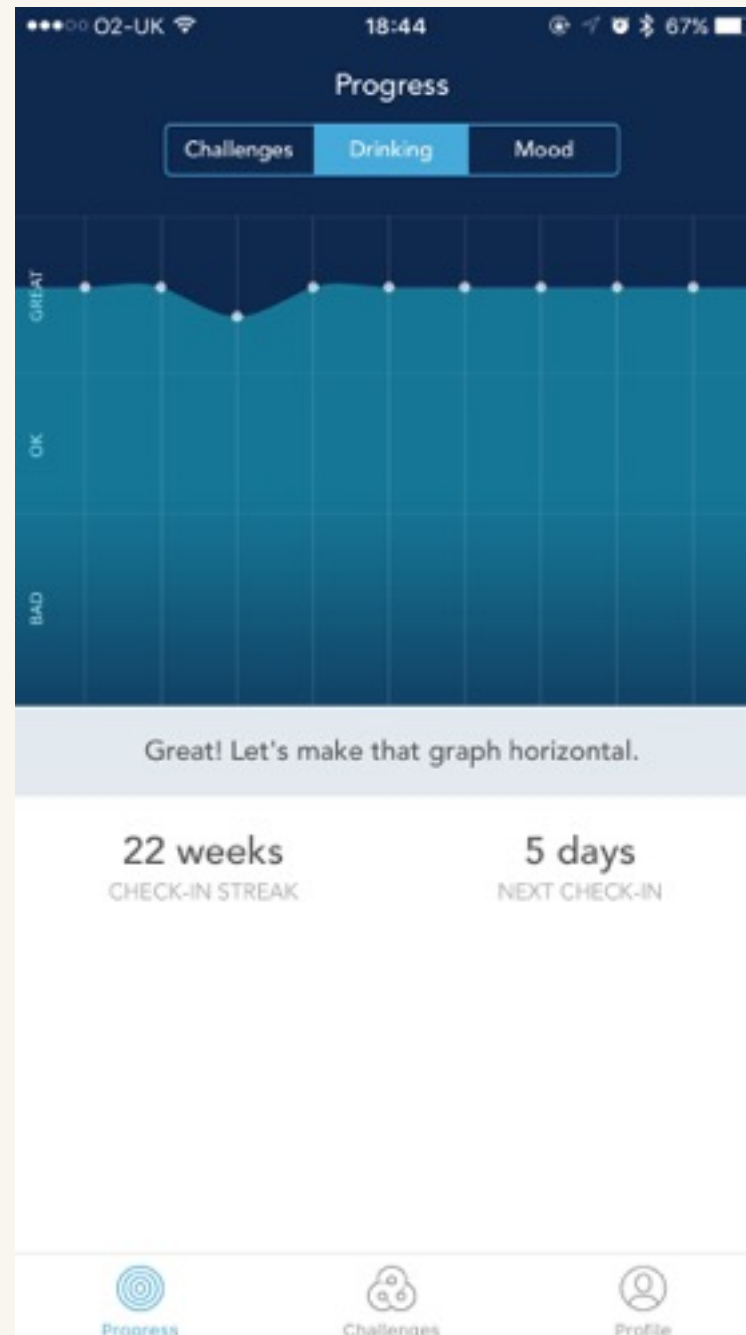
C 3-4

D 5-6

E Daily

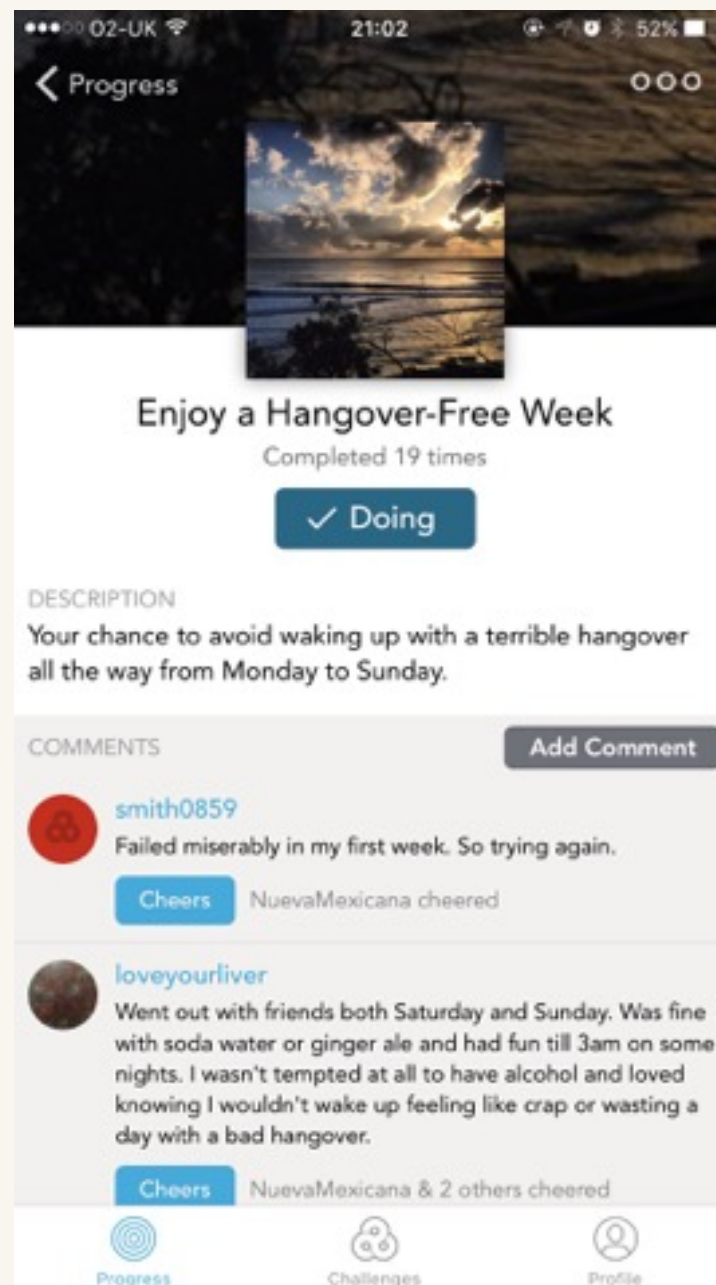
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- Viewing stats / graphs



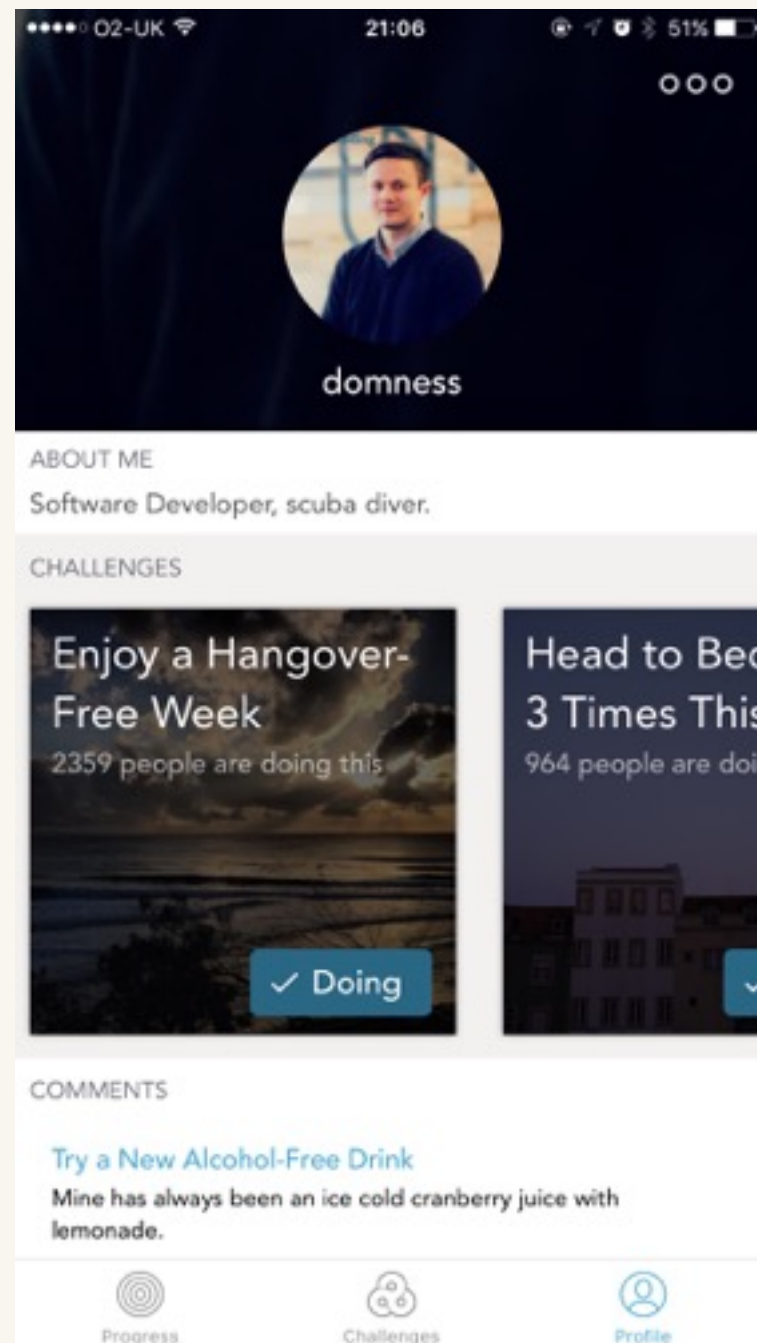
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- Commenting on challenges



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- Profiles



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- July 2015
 - 10,000 downloads
 - 4,000 active users
 - Alcohol usage has dropped significantly over 2-4 weeks
 - Most start unhappy with their relationship with alcohol, improves around 2-3 weeks

Graveyard Dash

- Tile based game
- Side project
- Running away from a zombie by moving tiles
- Power ups via IAP
- SpriteKit
- GameKit (GameCenter)
 - Achievements
 - High Scores

Graveyard Dash



Graveyard Dash

There's a zombie on your tail!

Swap pairs of tiles to clear a path and escape across the road.

Collect coins to buy items that will help you survive:

Brains

Lucky you're carrying a sack of tasty brains! Drop one to distract the zombie for a few seconds.

Shotgun

Need some personal space? Blast the zombie back to buy yourself some time.

Glue

In a sticky situation? Slow the zombie down with a splash of our patented Zombie Glue™.

Tazer

Equip this last minute life-saver to give the zombie a shock if he tries to sink his teeth in.



Terracoding

Graveyard Dash

- Sprites for all character movement
- Turned separated sprites into a .atlas file
 - Single sprite sheet .png format
 - .plist mapping
- Levels stored as .tmx files (XML)
- Animations using SpriteKit

```
let shotgunAnimation = SKAction.animateWithTextures(shotgunTextures(), timePerFrame: 0.1)
self.runAction(shotgunAnimation, completion: nil)
```



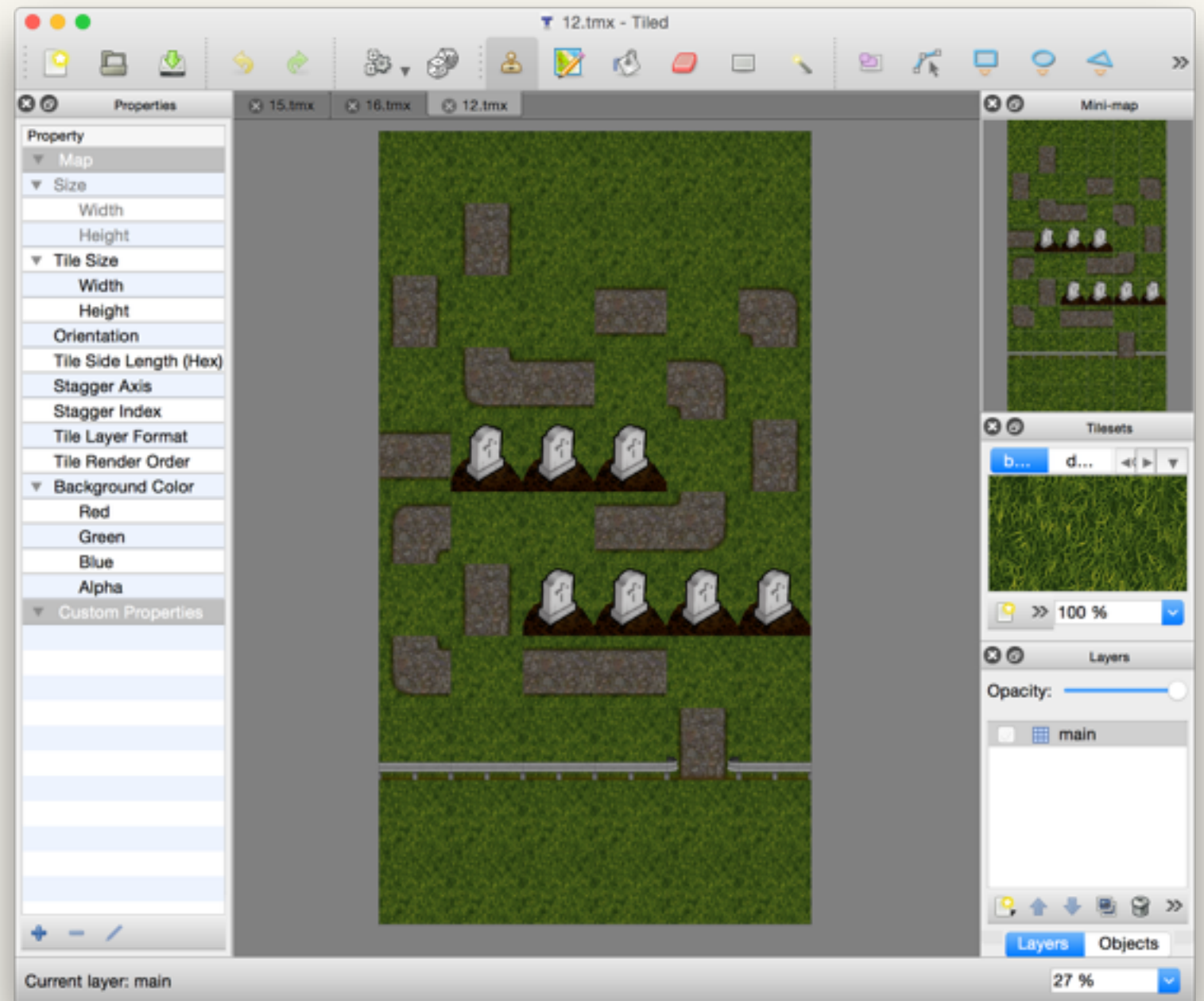
Graveyard Dash

- Character sprites



Graveyard Dash

- .tmx level design



Graveyard Dash



Thank You

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