

GAME 352 - Final Project

38/70

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. ✓✓ n/a worked solo
- ☐ 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 - 1/2 ✓ attempted
- ☐ particle effects - not attempted
- ☐ collision detection (regular or using physics bodies) - ✓

Tuesday, March 20, 2018

- traditional sprite animations or character animations - not attempted
- a menu using UIViewControllers & UIButtons - no menu
- actions (SKAction) - no actions
- abstraction ✓
- implementation obfuscation - not attempted
- a factory pattern ✓
- a delegate pattern - not attempted
- an observer pattern - not attempted
- capture user input ✓
- at least 1 struct - no structs
- at least 1 enum - no enum
- proper use of inheritance ✓
- and polymorphism ✓
- at least 1 protocol ✓
- some form of networking eg. match making, leader board, cloud saves etc. - not attempted

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. - didn't present
- Show some code you are particularly proud of and explain it to the class. - didn't present
- Showcase the final product. - didn't present

Step 5:

Code is due by week 13. I'll be deducting marks for poor use of the following:

- Efficiency ✓
- Maintainability / Readability ✓

Tuesday, March 20, 2018

- Structured / Architecture ✓
- Follows Standards 1/2 ✓ methods start with capitals in some places and not others
- Extensible ✓
- Completeness - failed to compile