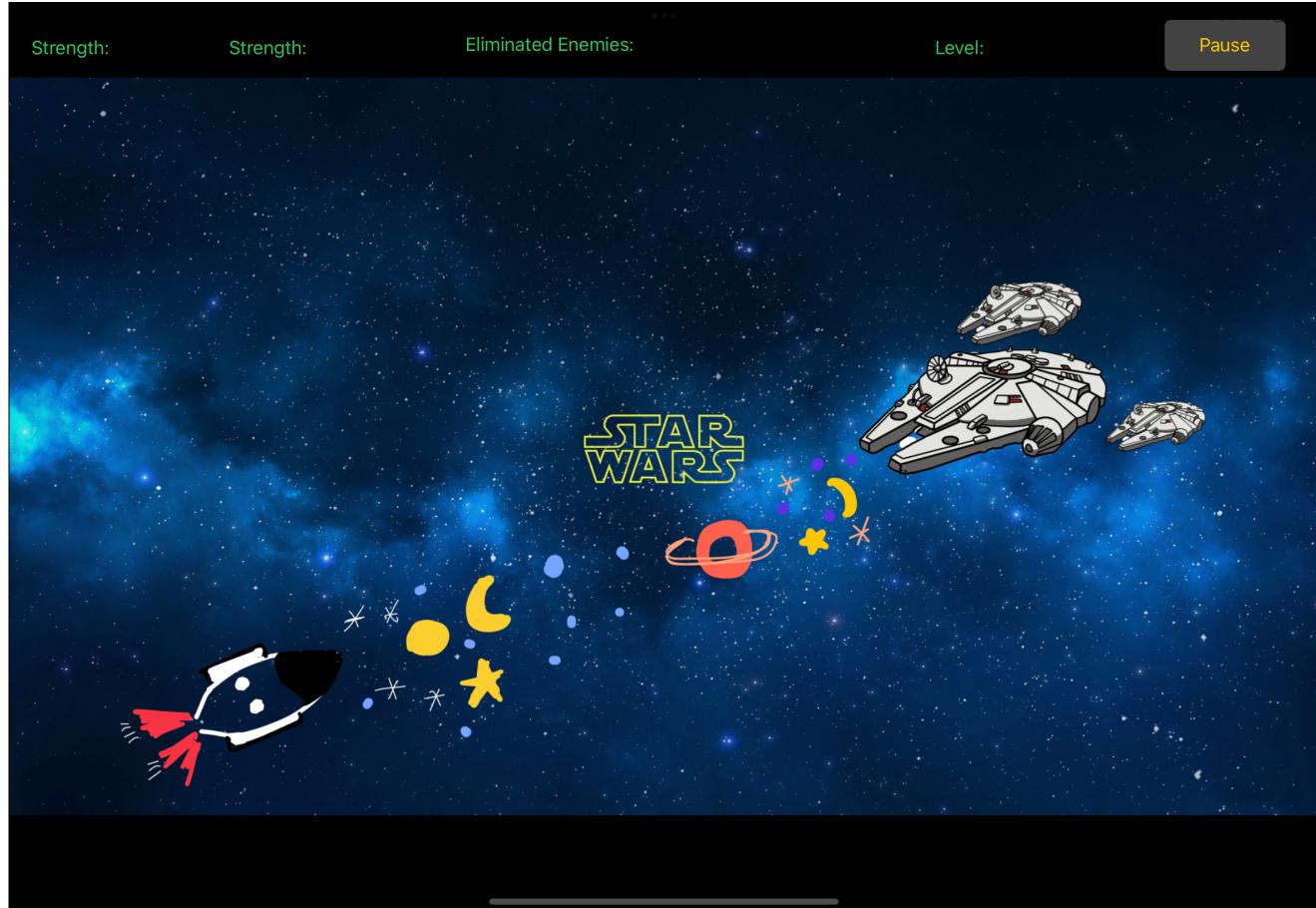


FLY THROUGH SPACE / STAR WARS

" A LONG TIME AGO IN A GALAXY FAR, FAR AWAY "



Game Dev#1 - Specification

Student Name: Aleyna Ceylan

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B-Number: B00721345

FLY THROUGH SPACE / STAR WARS

EXECUTIVE SUMMARY

Objective

In the game application, I decided to create a game similar to the concept of the jetpack joyride game in a Star Wars-themed space by using the icons of Star Wars figures and characters.



Goals

This application aims to go on an adventure where the user passes the levels with different difficulties by gliding in a two-dimensional plane in space with the Star Wars characters that the user chooses.

As the users level up, they can unlock new characters and embark on new adventures with these characters. In addition, the user can progress more powerfully in space at more difficult levels with the unique features these characters provide! I will also research character traits and stories, and of course, I aim to perform the basic operations of my game from the beginning stage.



Development

As I progress in SpriteKit and Swift, I will continue adding the character and level features mentioned above and improving my game.

COMPANY NAME

In addition, I designed the application view as follows in the initial phase. As the project progresses, there will be changes and additions to the appearance. I will update these changes in my GitHub repository and add them to my report.

Project Outline

In addition, I designed the application view as follows in the initial phase. As the project progresses, there will be changes and additions to the appearance. I will update these changes in my GitHub repository and add them to my report.

In the first stage of the project's development, I plan to follow the steps and research the subject headings mentioned below. In the later stagings of the project, I will update my project outline in the ReadMe file.

- What is Sprite Kit?
- Basic Sprite Kit operations.
- Finding suitable game images.
- Using Game Scene.
- Game Scene Design.
- How can I create a view with code?
- Understanding 2-D designs.
- Identifying physical world features.



The draft design of the application on the iPad Air screen.